



THE OFFICIAL

JUSTICE LEAGUE of AMERICA

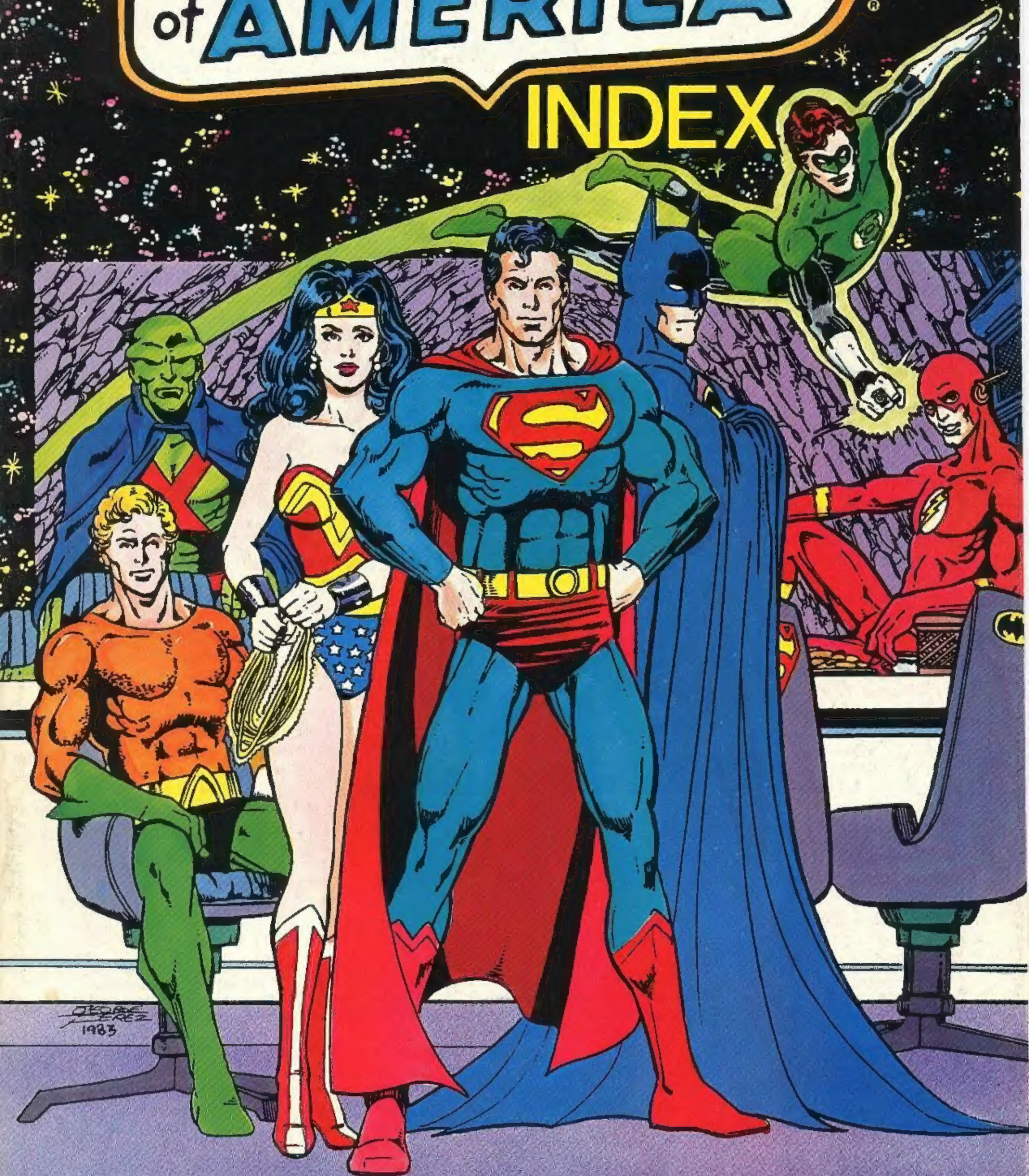
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The DC Comics Index to the Justice League of America

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Synopsis: The Justice League of America

The idea of banding together as a team the most powerful and popular super-heroes appearing in various DC comics was first conceived by editor Sheldon Mayer and writer Gardner Fox, and saw the light of day with the formation of the Justice Society of America in the third issue of *All-Star Comics*, dated Winter 1940. The charter members of this august organization included the original versions of the Flash, Green Lantern, the Atom, and Hawkman, as well as Dr. Fate, the Sandman, Hourman, and the Spectre. Superman and Batman were named as honorary members from the outset, and over the years many other heroes and heroines would become members of the group, including Johnny Thunder, Starman, Dr. Mid-Nite, Wonder Woman, Wildcat, Mr. Terrific, the Black Canary, Robin, Power Girl, the Star-Spangled Kid, the Huntress, and two different incarnations of the Red Tornado. Under various creative hands, the Justice Society held forth in *All-Star* from issue #3 (#1 and 2 contained separate stories of the not-yet-allied member heroes and others) through issue #57, at which point the series terminated, with the host comic title becoming *All-Star Western* (first series) for issues #58-119. By the time of the series' cancellation in 1951, the roster had dwindled to Flash, Green Lantern, Atom, Hawkman, Dr. Mid-Nite, Wonder Woman, and Black Canary, of whom only Wonder Woman still had an ongoing series outside the JSA stories.

The revival of the Flash as a new character in *Showcase* #4 in 1956, and his installation in his own title, led to the similar resuscitation of other 1940s super-heroes, beginning with Green Lantern in *Showcase* #22 in 1959. Editor Julius Schwartz then joined with writer Gardner Fox and artist Mike Sekowsky to create an updated version of the Justice Society as well. Using another DC title, *The Brave and the Bold*, as a "Showcase"-like vehicle, they introduced the Justice League of America in issues #28, 29, and 30. The original members of this new team were the "modern-day" versions of Flash and Green Lantern, together with Wonder Woman, Aquaman, and J'onn J'onzz, the Manhunter from Mars, plus Superman and Batman in initially lesser roles. The JLA was quickly awarded its own comic, *Justice League of America*, beginning with #1 in October-November 1960, and continuing to the present day. As with the Justice Society, many other super-heroes have joined the ranks since the team's beginning, including Green Arrow, Hawkman, the Black Canary, the Phantom Stranger, the Elongated Man, the second Red Tornado, Hawkwoman, Zatanna, Firestorm, the Vixen, Steel, Vibe, and Gypsy.

The difference between the Justice League and the earlier Justice Society began to be clarified in *The Flash* #123, wherein it was revealed that the original Flash, and indeed all the Justice Society members and most of the DC super-heroes of the 1940s, were actually inhabitants of a parallel Earth, later named Earth-2, whose adventures had been chronicled on Earth-1, the world of the Justice League, only as comic-book stories (through the agency of Earth-1's Gardner Fox and other comics writers who were able to "tune in" the Earth-2 universe in their dreams). Strangely, the two worlds seemed to be linked, so that events had a tendency to repeat themselves (though not precisely) with a twenty-year time-lag. Thus, the Flash of the Justice League took the inspiration for his super-hero identity from his boyhood reading of *Flash Comics*, and many of the other Justice League members, despite variant origins, duplicated the powers and/or aspects of the Justice Society characters. After the JSA came out of retirement in *The Flash* #137, the two teams met in *Justice*



League of America #21 in 1963, in what was to be the first of a series of annual joint meetings of the two organizations.

Those few super-heroes whose series had not been cancelled between the 1940s and the 1960s, and who had counterparts in both the JSA and JLA (including Superman, Batman, and Wonder Woman), were retroactively declared to exist as separate beings on both Earths. Thus, the exact point at which their individual series begin to chronicle the exploits of the Earth-1, rather than the Earth-2 versions of the characters, is unclear, and will be examined in future volumes of this index dealing with these characters. In the cases of Superman and Batman especially, there exist several years of stories which occur in the careers of both the Earth-1 and Earth-2 incarnations of the hero, or in the telling of which Earth-1 and Earth-2 attributes of the character have mistakenly been merged by the writer.

In reference to the distinctions between the parallel Earths above, it should also be noted that other such worlds have played a large role in several Justice League adventures, including the following: Earth-3, on which the Crime Syndicate of America constitutes a villainous counterpart of the Justice League; Earth-X, on which the Freedom Fighters team is made up of that world's last surviving super-heroes; Earth-S, on which the adventures of Captain Marvel and his friends take place; and Earth-Prime, on which there are no super-heroes other than the fictional ones in comic books. Since the events of *Crisis on Infinite Earths*, Earth-1, Earth-2, Earth-X, Earth-S, and Earth-4 (home of the super-heroes formerly published by Charlton Comics) have been merged to create a single Earth on which all surviving DC super-heroes exist, while all the remaining parallel worlds have been destroyed.

The story of how the heroes who were to become the Justice League first met was told in flashback in *Justice League of America* #144. The idea of a team was proposed at this time (in early 1959), though the team was not formally organized until some six months later, when many of the same heroes coordinated their efforts to repel alien invaders, as told in *Justice League of America* #9. Green Lantern, who had just become a super-hero during the hiatus between these two events, was the only charter member not present (in his costumed identity) at the initial gathering.

Please note that, as is the case with the entire series of DC Indexes, the events chronicled are described as they happened in the DC Multiverse, which ceased to exist during the *Crisis on Infinite Earths* series, and not as they happened in the resultant single universe. The origin story of the Justice League as presented in issue #144 does not pertain to this revised continuity.

By the time of the first chronicled regular JLA meeting, in *The Brave and the Bold* #28, the group had an official headquarters, the Secret Sanctuary, located in a mountain cavern outside the town of Happy Harbor, and had drawn up a charter of rules and regulations. As of *Justice*

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League of America #78, in 1970, after the secret location of the original base was compromised by the Joker in issue #77, the League relocated in a second headquarters, a fixed-orbit satellite circling 22,300 miles above the Earth. Detailed diagrams of both JLA headquarters were published for the first time in *Amazing World of DC Comics* #14, a DC company-sponsored fan magazine, in 1977.

The history of the *Justice League of America* comic may be divided into several distinct eras, based on the handling of the series by its different creative teams. In the first era, extending from the first tryout appearance in *The Brave and the Bold* #28 through *Justice League of America* #65, all stories were written by Gardner Fox, co-creator of both the JLA and the JSA, and all stories through issue #63 were drawn by DC veteran Mike Sekowsky. It was during this period that the League operated from its cavern headquarters and maintained a static organization while allowing for the admission of new recruits. The stories themselves were highly imaginative, and some of the best of the series, but were characterized by a formula: the Justice League meeting to learn of a new menace, then dividing into sub-groups in order to deal with different aspects of the current threat.

The second era was marked first by the arrival of Dick Dillin as series artist in issue #64, then by the addition of Denny O'Neil as scripter in issue #66. Dillin, with only a single exception, was to draw every issue of *Justice League of America* until his death in 1980, working with writers including O'Neil, Mike Friedrich, Len Wein, Steve Englehart, Gerry Conway, and others. The second era began with a series of changes instigated by writer O'Neil. Several members left the group for various reasons: a new female member (Black Canary) joined, characters not involved in their own outside series underwent dramatic changes (most notably Green Arrow), and the team moved from their original base to the satellite, while instituting a system of 24-hour monitor duty, as opposed to the earlier monthly meetings. Later writers continued and built upon the framework of Fox and O'Neil stories to con-

tinue the saga of the super-group.

Recently, a new era in the history of the JLA began, as the satellite headquarters was demolished and the original League disbanded, to be replaced by a new team, made up equally of former and new members, which was again based on Earth, first in Detroit and later in the original Secret Sanctuary.

Justice League of America began as a bimonthly series and was quickly promoted to the eight-times-a-year status that was the norm of DC titles at the time (excepting *Action*, *Adventure*, and *Detective Comics*). In the early 1970s, it briefly increased its page count, as did several other titles, while becoming bimonthly again. Still later in the '70s, it became a giant-sized comic featuring longer stories without changing its publication frequency. Currently it is again a regular-sized title and shares the monthly frequency of almost all other DC comics.

Appearances of the Justice League as a whole (any grouping of four or more members, as a rule) outside the pages of their own comic title are noted chronologically as they occur within the body of this index. This does not include the regular appearances of the individual members in their own separate series. This index covers all issues including original Justice League stories, and all issues reprinting Justice League stories primarily or as the main feature. The story of the Justice League's first case (their second "origin") was reprinted in *Secret Origins* 80 *Page Giant* #8 (1965), which is not included in this index.

In most cases, we have endeavored to use the forms of characters' names used in *Who's Who: The Definitive Directory of the DC Universe*. Exceptions include the following: 1) The Martian Manhunter, who is referred to as J'onn J'onzz, since that is the name under which he is listed in the JLA membership roster included in most issues of *Justice League of America* in which he appeared; 2) Members of the Justice Society of America who have counterparts in the Justice League, who are referred to as, for example, Superman of Earth-2, rather than Superman 1.

The Membership of the Justice League

The brief career synopses below are concerned mainly with the Justice League careers of the various members. More detailed synopses of the individual super-heroes will be found in the volumes of this index pertaining to the heroes' solo series. Longer synopses are provided for those members whose Justice League membership constitutes their main area of activity.

1. SUPERMAN (Clark Kent; born Kal-El of Krypton); Charter Member

First appearance (also of the Earth-2 hero): *Action Comics* #1

Origin (definitive version for the Earth-1 hero): *Superman* #146

Base of operations: Metropolis

Membership: *The Brave and the Bold* #28 through *Justice League of America* #239

Synopsis: Rocketed from the doomed planet Krypton as a toddler, Kal-El was raised by foster parents on Earth, where the lesser gravity and yellow solar radiation imbued him with superhuman powers, including super-strength, super-speed, super-senses, flight, and invulnerability (except to the radioactive element Kryptonite, red

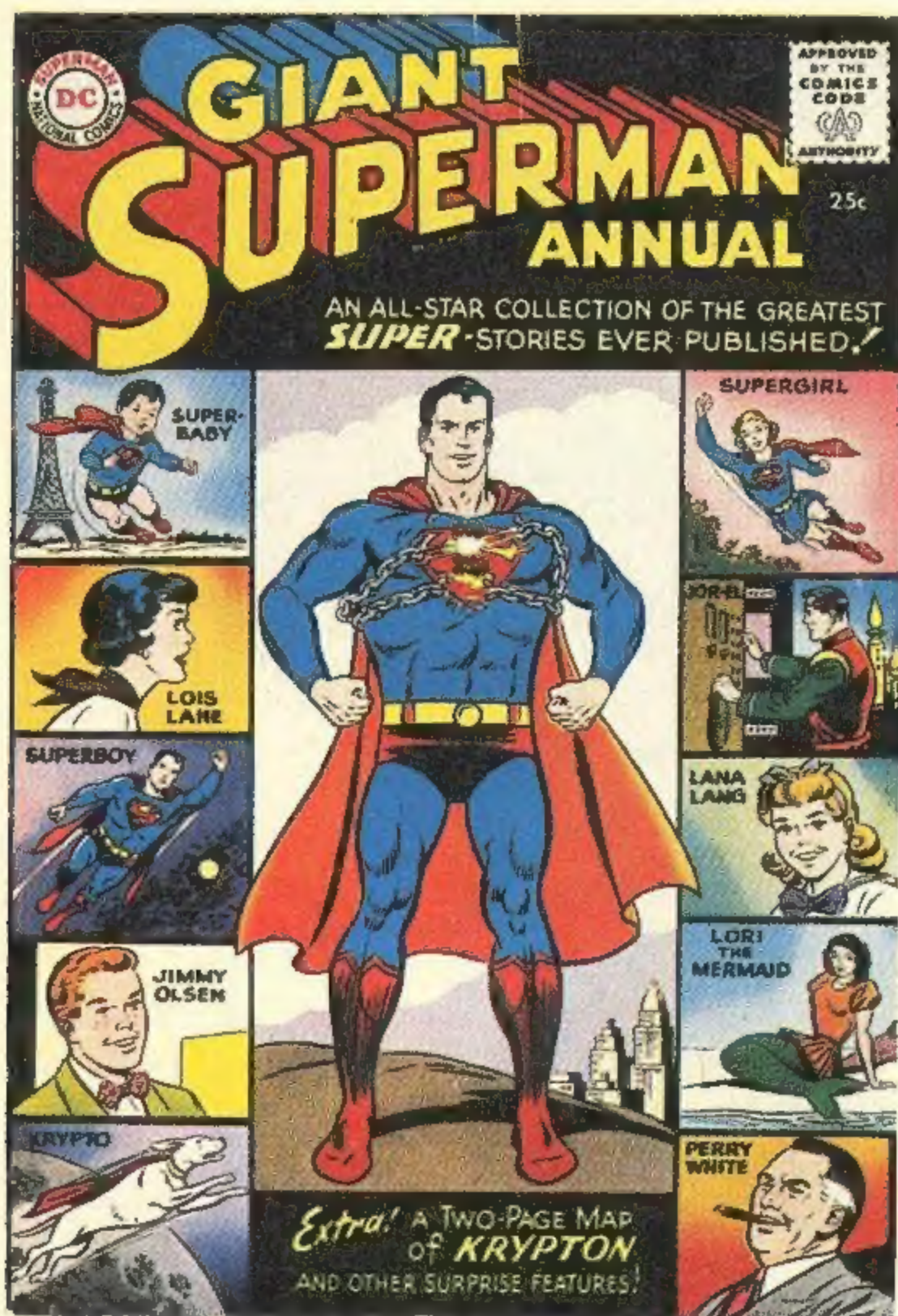
solar radiation, and the effects of magic).

In his secret civilian identity as Clark Kent, he is employed as a newspaper reporter at the Metropolis *Daily Planet*, and as a newscaster at WGBS-TV, a station owned by Galaxy Broadcasting, which also owns the *Daily Planet*. Among his close friends are fellow reporters Lois Lane and Jimmy Olsen, editor Perry White, and fellow newscaster Lana Lang.

Superman was far from a regular participant in the early cases of the Justice League. In more recent years, however, he has become an extremely active member, using his mighty powers and Kryptonian science to help create the JLA satellite and link it to the equally awesome resources of his own Arctic base, the Fortress of Solitude.

Superman sees the Justice League as a "home-away-from-home," where he can be surrounded by his peers and not have to play the role of the all-conquering hero and god-figure he represents to the non-super-powered masses. Granted, he is regarded as "first among equals" due to his long career, extensive experience, and greater powers, but still, with the Justice League, Superman is merely one of many super-heroes, not the sole super-being in a world of ordinary people. In the bottle city of Kandor, a shrunken

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community from his destroyed home planet, Superman could have been an ordinary citizen among fellow Kryptonians, but only at the cost of his super-powers. As Clark Kent, he can be an ordinary citizen of Earth, but only at the expense of close relationships which might jeopardize his secret identity. Only with the Justice League can the Man of Steel be at ease, among friends who share his secrets and his occupation. As we know, the future-dwelling Legion of Super-Heroes served this very function in the life of the teenaged Superboy, but while the Legion was made up of youthful heroes and heroines who were unlikely to betray his trust, living as they did in a distant time-era, the Justice League at its inception was an organization of present-day crimefighters, any of whom could one day turn up in Metropolis to give away Superman's secrets. It took Superman some time to come to trust the new team as he had his Legion comrades, and to interact with them as he did with his one close friend among the initial membership, the Batman.

When the JLA abandoned their rotating chairmanship and elected a permanent chairman, Superman was the first to hold the office. With the formation of the new Justice League by Aquaman, however, Superman is no longer a regular member of the team.

Like several other JLA members, Superman had a counterpart on the parallel planet of Earth-2 who was a member of the Justice Society. Both this Superman and his wife, the counterpart of Lois Lane, departed for an unknown realm after the events chronicled in *Crisis on Infinite Earths*.

2. THE BATMAN (Bruce Wayne); Charter Member

First appearance (also of the Earth-2 hero): *Detective Comics* #27)

Origin (also of the Earth-2 hero): *Detective Comics* #33

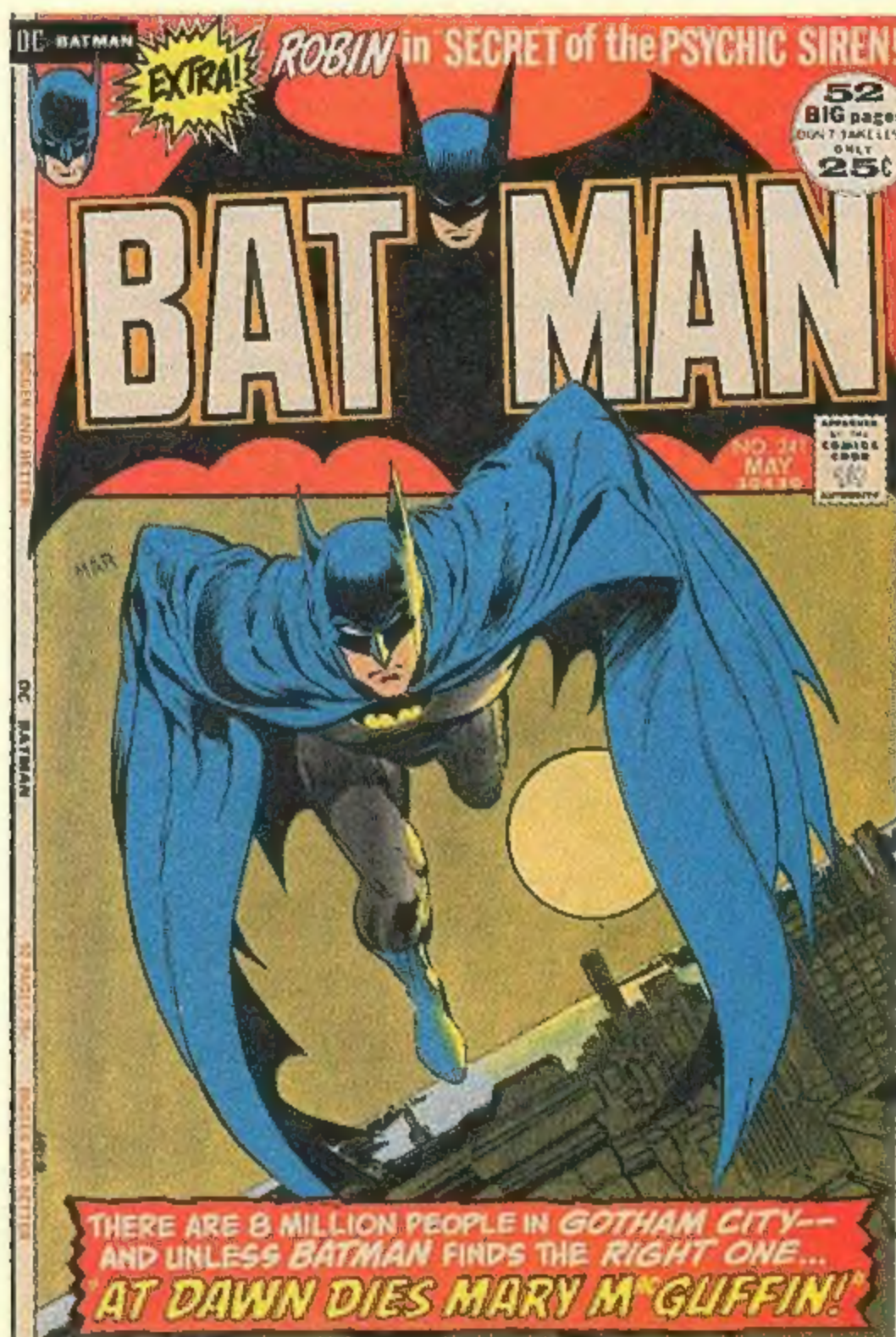
Base of operations: Gotham City

Membership: *The Brave and the Bold* #28 through *Justice League of America Annual* #1; *Justice League of America* #250 to present

Synopsis: After his parents were murdered by a hired killer in his youth, Bruce Wayne dedicated his life to fighting the criminal element, training himself as an acrobat, martial artist, and criminologist. Disguising himself in order to inspire fear in his adversaries, Batman has long been hailed as the "World's Greatest Detective."

In his secret civilian identity, Bruce Wayne is a millionaire financier who poses as a bored socialite in order to prevent any connection between himself and his alter ego. His closest friends are his ward, Dick Grayson, who was Batman's partner as Robin and is now the leader of the Teen Titans as Nightwing; his butler, Alfred Pennyworth; and Gotham City Police Commissioner James Gordon.

Second in experience only to Superman among the charter members of the Justice League, Batman was among the first to see the value in a coordinated front among the super-powered heroes, perhaps inspired by his own work with similar organizations of law-enforcement such as Interpol. He himself, however, was a reluctant participant in the early League, though for different reasons than Superman. With the exception of his boy partner, Robin, and occasional cases undertaken in tan-



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dem with Superman, Batman was and remains a loner. The very basis of his crimefighting career is his solitary state, since he was inspired to become the Batman when he was orphaned at a criminal's hand as a young boy. Also, his reputation was that of a shadowy and mysterious figure of the night, striking fear into the hearts of his enemies in his dark-cowled disguise, in the fashion of one of his boyhood heroes, the Shadow. For quite some time, Batman was understandably reluctant to forgo his status as a man of mystery in order to do greater good as the more public and accessible figure his membership in the Justice League made of him. Eventually, however, following Superman's example, and perhaps finding that he required the companionship of his peers as much as did his Kryptonian friend, Batman, too, began to take a more active role in League affairs—particularly after his junior partner, Robin, became the founder of the Teen Titans.

After the team of Batman and Robin split up, as Dick Grayson left Gotham City to attend college, Batman became gradually more aloof and reclusive. In recent years, he quit the Justice League and formed a new team of costumed crimefighters, the Outsiders, with himself as leader. Members of this new group included Black Lightning, Halo, Geo-Force, Katana, and Metamorpho the Element Man. Batman has also taken on a new partner, Jason Todd, who has become the second Robin, replacing Dick Grayson. Still more recently, Batman has parted ways with the Outsiders, who are now headquartered in Los Angeles and led by Geo-Force, and has returned to the Justice League.

Like several other JLA members, Batman had a counterpart on the parallel planet of Earth-2 who was a member of the Justice Society. Both this Batman and his wife, the counterpart of the Catwoman, are now deceased. Their daughter, Helena Wayne, became the Huntress, a member of the Justice Society, but perished, together with the Earth-2 Robin, during the events of *Crisis on Infinite Earths*.

3. THE FLASH (Barry Allen); Charter Member

First appearance: *Showcase* #4

Origin: *Showcase* #4

Base of operations: Central City

Membership: *The Brave and the Bold* #28 through *Justice League of America* #239)

Synopsis: An accident involving a lightning bolt and certain chemicals gave Barry Allen the power of super-speed, which inspired him to adopt the identity of his comic-book hero, the Flash.

In his secret civilian identity, he was employed as a forensics scientist by the Central City Police Department. He courted and eventually married newspaper reporter Iris West, whose nephew, Wally West, gained powers identical to his and became his protege, Kid Flash. Among his friends were Dexter Myles, curator of the Flash Museum, Ralph Dibny, also known as the Elongated Man, and Hal Jordan, his fellow charter JLA member Green Lantern.

The Flash was the stalwart core of the early Justice League. A mere neophyte as a super-hero, and longtime hero-worshiper himself (as a boy, he idolized the original Flash, who is a comic-book character on Earth-1), the Flash summoned the more experienced Superman and Batman to deal with a situation he could not handle himself (as seen in flashback in issue #144), and thus instigated the formation of the League. When the team actually began to operate, however, and before the system of a



rotating chairmanship was established, the Flash found himself its unelected leader in the sheer absence of anyone better suited to the task. Superman and Batman, as has been noted, were often absent from the early meetings, Green Lantern was at the time even newer to the superhero role than Flash, and the remaining heroes were hardly comfortable enough in the milieu of everyday life on Earth to be able to deal with the responsibilities of leadership besides. Aquaman spent most of his time patrolling the oceans, Wonder Woman had only recently entered the outside world from Paradise Island, and J'onn J'onzz was newly arrived from Mars. As a fan of the Justice Society's adventures in *All-Star Comics*, being a member of the Justice League was like a dream-come-true to the youthful speedster, second only to his discovery that the original Flash and the JSA were actually real people inhabiting a parallel world.

With the formation of the new Justice League by Aquaman, the Flash was no longer a regular member of the team. Following a lengthy trial when he was accused of the murder of one of his arch-enemies, the speedster abandoned his civilian identity and vanished, choosing to live in a future era with his wife Iris, who was believed deceased in the present after her own supposed murder. His happiness there was short-lived, however, as the Flash gave his life to safeguard the existence of the parallel Earths he had first discovered, during the *Crisis on Infinite Earths* series.

Like several other JLA members, the Flash had a counterpart on the parallel planet of Earth-2 who, as

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noted above, was a member of the Justice Society. Both this Flash, Jay Garrick, and his wife, the former Joan Williams, still live in Keystone City (which is now on the same Earth as Barry Allen's Central City) after the events chronicled in *Crisis on Infinite Earths*.

4. WONDER WOMAN (Diana Prince; born Princess Diana of Paradise Island); Charter Member

First appearance (also of the Earth-2 heroine): *All-Star Comics* #8

Origin (of the Earth-1 heroine): *Wonder Woman* #105; amended in *Wonder Woman* #159

Bases of operations: New York City and Washington, D.C.

Membership: *The Brave and the Bold* #28 through *Justice League of America* #69; *Justice League of America* #128 to 239

Synopsis: Brought to life by the magic of the goddess Aphrodite as the daughter of Queen Hippolyta, leader of the Amazons of Paradise Island, a hidden race of super-powerful women, Diana was chosen to enter the outside world to battle evil using her powers of Amazon strength and speed, along with her unique weaponry.

In her secret civilian identity as Diana Prince, she held many occupations, but was for most of her life an officer of U. S. Military Intelligence, as was her boyfriend, Steve Trevor.

Like Superman, Wonder Woman fulfilled a basic need to be among equals by being a member of the Justice League. Though she was the only female on the team in the

early days, she found the League remarkably free of the male chauvinistic attitudes prevalent among the males of Diana Prince's world of military and civilian personnel, and she was treated as an equal with little or no reference to gender. Years later, when she was temporarily bereft of her Amazon powers, Wonder Woman immediately left the JLA, feeling that she no longer had a place on the team, despite the presence of such non-super-powered members as Batman and Green Arrow. This action can be seen as reaffirming that she saw the JLA as a peer group. Thus, when she no longer considered herself a super-heroine, she resigned her membership. Similarly, when she regained her powers but found that her memories of her powerless period were indistinct, she requested a trial period, during which her cases were monitored by a rotating group of JLA members, before she considered herself competent and worthy of rejoining.

With the formation of the new Justice League by Aquaman, Wonder Woman was no longer a regular member of the team. In the aftermath of *Crisis on Infinite Earths*, Wonder Woman no longer exists, having been returned to the clay from which Hippolyta and Aphrodite created her.

Like several other JLA members, Wonder Woman had a counterpart on the parallel planet of Earth-2 who was a member of the Justice Society. Both this Wonder Woman and her husband, the counterpart of Steve Trevor, departed for Olympus after the events chronicled in *Crisis on Infinite Earths*. Their daughter, Hippolyta "Lyta" Trevor, has become Fury, a member of Infinity, Inc.

5. AQUAMAN (Arthur Curry); Charter Member

First appearance: *More Fun Comics* #73

Origin: *More Fun Comics* #73; amended in *Adventure Comics* #260

Base of operations: Poseidonis, Atlantis

Membership: *The Brave and the Bold* #28 to present

Synopsis: The son of a lighthouse-keeper and an Atlantean woman, Arthur Curry inherited the power to live both on land (for one hour without contact with water) and beneath the sea, and also possesses the ability to control all forms of sea-life telepathically.

Of the original JLA members, only Aquaman has no secret civilian identity. His closest confidants are his wife, Mera, and his young protegee, Aqualad.

Aquaman began his Justice League career as a regular attendee, adding his expertise in watery environments to each of the team's far-ranging assignments. He realized that the constraints of his particular powers did not render him the most useful member on every case, but he nonetheless contributed to each encounter, and balanced his relative ineffectiveness out of water by often being the only member who could act to save the entire group in special situations. Later, with his assumption of the monarchy of Atlantis and his marriage to the extradimensional merwoman, Mera, Aquaman found himself with less time to devote to the Justice League. As the self-proclaimed protector of the Seven Seas, Aquaman is plainly a hero who enjoys assuming and wielding responsibility, and the Justice League gave him an additional outlet for his gallant tendencies until the duties of his throne precluded his regular involvement.

Aquaman eventually renounced his crown to spend time in his original role as a super-hero and with his family. After the death of his infant son at the hands of one of his foes, however, he began to devote more and more time to the JLA. Recently, as the League's third



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permanent chairman, Aquaman disbanded the team, and organized a new Justice League composed equally of former and new members, with himself as leader and J'onn J'onzz as deputy chairman.

Like several other JLA members, Aquaman had a counterpart on the parallel planet of Earth-2. This Aquaman, however, was not a member of the Justice Society, and little is known about him. Presumably, he no longer exists after the events chronicled in *Crisis on Infinite Earths*.

6. J'ONN J'ONZZ, THE MANHUNTER FROM MARS aka MARTIAN MANHUNTER (John Jones; also uses alias "Marco Xavier"; born J'onn J'onzz of Mars); Charter Member

First appearance: *Detective Comics* #225

Origin: *Detective Comics* #225; amended in *Justice League of America* #71

Base of operations: Middletown

Membership: *The Brave and the Bold* #28 through *Justice League of America* #71; *Justice League of America Annual* #2 to present

Synopsis: Stranded on Earth after being teleported from Mars by an invention of scientist Dr. Erdel, J'onn J'onzz used his mental chameleon-like abilities to masquerade as an Earthman, while fighting crime and alien and supernatural threats in his Martian identity with his powers (some inherent in all Martians, some a result of Earth's comparative proximity to the sun) of strength, speed, super-senses, flight, and invulnerability (except to fire, the weakness of all Martians), as well as those of

invisibility, intangibility, telepathy, and shape-changing.

His original secret civilian identity was that of John Jones, a police detective, whose friends included police-woman Diane Meade and his superior, Captain Harding. The Martian Manhunter forsook his human identity for a time, during which he shared adventures with his extra-dimensional alien friend, Zook. He then briefly assumed the identity of socialite Marco Xavier in order to foil the crime syndicate known as Vulture, until he discovered that the real Xavier was secretly an arch-criminal.



J'onn J'onzz was the moving force behind the institution of the Justice League. It was his presence, and that of his Martian enemies on Earth that caused the various superheroes to unite for the first time. His had been a lonely and solitary existence on Earth prior to the establishment of the League, which, even more so than for Superman (who could never return to destroyed Krypton) or Wonder Woman (who could return to Paradise Island at will) provided him with a home and friends to whom he could divulge his secrets. Indeed, since only his fellow Justice League members knew that the seemingly human John Jones was really a green-skinned Martian, and accepted him as such, it was only at Justice League meetings that J'onn J'onzz could truly "be himself" during his time of exile on Earth.

The super-hero career of J'onn J'onzz ended for the most part (except for infrequent guest-appearances with the JLA and in other DC comics) after *Justice League* #71,

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in which the Martian civilization was destroyed and J'onzz accompanied his people to their new home on the colony planet Mars II. Recently, the Martian Manhunter returned to Earth as a full-time member of the new Justice League team instituted by Aquaman, and in the Sea King's absence, he became its chairman.

7. GREEN LANTERN (Hal Jordan); Charter Member

First appearance: *Showcase* #22

Origin: *Showcase* #22

Bases of operations: Coast City and Los Angeles

Membership: *The Brave and the Bold* #28 through *Justice League of America* #237 (retroactive)

Synopsis: One of an intergalactic corps of select space-patrolmen commanded by the Guardians of the Universe, Hal Jordan became the chosen successor of Abin Sur, who crash-landed on Earth and bequeathed Hal the Power Ring and Power Battery, which gave him the ability to transform thought, backed by his will power, into matter and energy through the agency of the emerald beam emitted by the ring. The Power Ring's sole weakness is its ineffectiveness against the color yellow.

In his secret civilian identity, Hal Jordan has held many occupations, but for most of his career has been a test pilot for the Ferris Aircraft Company. Among his confidants are his best friend, Thomas "Pieface" Kalmaku, his girlfriend, Carol Ferris, and his fellow JLA members, the Flash and Green Arrow.

Hal had no inkling when he became a pivotal player in the battle of the not-yet-formed Justice League and the

Martian invaders that a few months later he himself would be both a super-hero and a charter member. Green Lantern, in his early career, was very much the most brash, self-confident, and even occasionally egotistical of the members of the JLA. He took great satisfaction in saving the day more often than any other member (in the continuing absence of Superman) with the abilities of his Power Ring. The JLA provided GL with another source of ego-bolstering to add to his pride in his abilities as a test pilot, a ladies' man, and the "favorite son" of the Guardians of the Universe. In later years, when his personality had mellowed somewhat following the ego-shattering events of *Green Lantern* (second series) #76-89, he would look on the Justice League more as friends and comrades, and less as an admiring audience for his feats. It was fellow member Green Arrow who was most responsible for Green Lantern's change of character—a change that might never have come without their interaction within the JLA.

About the same time as the reformation of the Justice League by Aquaman, Hal Jordan decided to retire from his duties as Green Lantern. Although he has since returned to the Corps, he is still currently inactive in the Justice League.

Like several other JLA members, Green Lantern has a counterpart on the parallel planet of Earth-2 who is a member of the Justice Society. Both this Green Lantern, Alan Scott, and his wife, the former Harlequin, survived the events of *Crisis on Infinite Earths*. His twin children from an earlier marriage have become Jade and Obsidian, members of Infinity, Inc.



8. SNAPPER CARR (Lucas Carr); Honorary Member

First appearance: *The Brave and the Bold* #28

Origin: *The Brave and the Bold* #28

Base of operations: Happy Harbor

Membership: *The Brave and the Bold* #28 through *Justice League of America* #77

Synopsis: After his invaluable assistance on their first official team mission against Starro the Conqueror, the Justice League made Snapper Carr an honorary member. He was given a JLA Signal Device like those of the super-hero members, which summoned him to meetings, and which he could use in turn to summon the super-heroes. His jalopy was outfitted with special attachments which allowed him to levitate the vehicle to the Secret Sanctuary at undreamed-up velocity. Snapper occasionally accompanied the heroes on their missions, but more often was left to "mind the store" at their headquarters and record their exploits in the Justice League Casebook. He was characterized by his constant habit of snapping his fingers when excited, and by his unique "beatnik-slang" style of speech. His steady girlfriend, Midge, and his family also appeared in several Justice League adventures.

To Snapper, the Justice League members were his idols and role models, and it is significant that his closest friends on the team include Flash, a fellow starstruck hero-worshiper, Green Arrow, the "new kid" when he became the first new member to join the group, and the Atom, whose tiny size, like Snapper's non-costumed status, often caused him to be overlooked among the conglomeration of colorful crusaders. Unlike the other members, however, Snapper is still an adolescent, and his "growing pains" as he approached adulthood eventually contributed to an increasing rift between him and his elder comrades.

After a long absence following his graduation from college, Snapper returned only to betray the Justice

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League to a disguised Joker in issue #77, after which he resigned his honorary membership. He has appeared only sporadically as a guest-star since. His departure also signalled the end of the mountain headquarters and the institution of new and more responsible methods of operation, including the satellite base and the continual monitor shifts. It is as if when Snapper grew up and left the League, the League also grew up, to the point where a returning Snapper no longer truly fit in, except as an occasional guest.

Following his equally disastrous involvement in the Star-Tsar affair in *Justice League* #149-150, Snapper secured, with Superman's aid, a position working with Fred Danvers, Supergirl's foster-father, as a research scientist, as seen in various issues of *Superman Family*.

9. GREEN ARROW (Oliver Queen)

First appearance (also of the Earth-2 hero): *More Fun Comics* #73

Origin: *Adventure Comics* #256; amended in *DC Super-Stars* #17

Base of operations: Star City

Membership: *Justice League of America* #4 through 181; #200 through *Justice League of America Annual* #2

Synopsis: Shipwrecked on a deserted island, Oliver Queen created a makeshift bow and arrow and invented a series of specialized shafts in order to survive, inspiring him, after his rescue, to become a costumed crimefighter using an archery motif.

In his secret civilian identity, Oliver Queen was a

wealthy businessman for years, until he lost his fortune in a fraudulent deal. Since then, he has held many occupations, but is currently a newspaper columnist employed by the *Daily Star*. Among his friends are his ward, Roy Harper, who was Green Arrow's partner as Speedy, his girlfriend, Dinah Lance, who is also his fellow JLA member Black Canary, and Hal Jordan, alias Green Lantern.

Engaged in another case that took him back to the island of his origin at the time, Green Arrow was the only known super-hero extant at the time to miss the gathering that eventually resulted in the formation of the JLA. Thus, his admission as the first new member can be seen as merely the correction of an earlier oversight. Nevertheless, he was flattered by the offer and figured prominently in many cases for the first few years of his membership. Eventually, though, he came to feel that he could do more good for humanity as financier Oliver Queen than as the costumed Green Arrow, many of whose attributes, in the context of the Justice League, seemed like mere echoes of the talents of Batman. As his young aide, Speedy, grew older and began to devote more of his time to the Teen Titans than to cases undertaken alongside his mentor, Green Arrow all but disappeared, with the Justice League remaining almost his only link to the world of super-heroics. However, with the loss of his business and personal fortune, Oliver Queen's effectiveness was greatly diminished, and an embittered Ace Archer returned to action full-time in his costumed identity, both alone and as a Justice League regular. The JLA serves to restore his shattered confidence in himself, and also introduces him to the great love of his life, the beautiful Black Canary.

For a time, Green Arrow resigned from the JLA, feeling that his concerns and theirs were too different to allow him to continue as a member. He eventually reconsidered and rejoined the group, however. With the formation of the new Justice League by Aquaman, Green Arrow is no longer a regular member of the team.

Like several other JLA members, Green Arrow had a counterpart on the parallel planet of Earth-2. His double, however, was a member of the Seven Soldiers of Victory, rather than the Justice Society. This Green Arrow was killed during the events of *Crisis on Infinite Earths*.

10. THE ATOM (Ray Palmer)

First appearance: *Showcase* #34

Origin: *Showcase* #34

Base of operations: Ivy Town

Membership: *Justice League of America* #41 through 227

Synopsis: Using a uniform he created from white dwarf-star matter, Ray Palmer became able to shrink to sub-microscopic size and control his mass at will.

In his secret civilian identity, Ray Palmer was a professor of physics at Ivy University. Among his confidants were Jean Loring, his lawyer girlfriend who became his wife, and his eventual fellow JLA members Hawkman and Hawkwoman. His other friends included his former instructor, Professor Alpheus V. Hyatt, inventor of the Time Pool, and his lab assistant, Enrichetta Negrini.

The Atom, like Green Lantern, became a Justice League member very early in his super-hero career and, like Green Arrow, he was genuinely flattered by the invitation to join, although he harbored some initial doubts about the effectiveness of a six-inch-high crimebuster fighting alongside such powerful heroes as his normal-sized teammates. Like Aquaman, he came to realize that his special talents were not suited to every JLA adventure, but that



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there were times when only his powers could prove efficacious against a particular villain. Since Ray Palmer had originally become the Atom not out of any burning desire to combat crime, but merely to help resolve the criminal cases in which his lawyer girlfriend, Jean Loring, became involved (he reasoned that the more quickly Jean proved herself in her profession, the sooner she would agree to marry him), he would, like Green Arrow, don his colorful costume less and less often over the years, eventually becoming the Atom only to participate in Justice League cases. When his fellow members had to come to his aid to help save Jean not merely from one, but from two perils too great for the Mighty Mite to handle by himself, he too suffered a crisis of self-confidence, but his fellow heroes helped pull him through his doldrums. The Justice League figures very importantly in the Atom's life. Indeed, it is to them whom he turns for advice as to whether or not he should reveal his secret identity to Jean before their marriage, and it is they who make up the largest part of the guest list at the wedding.

The Palmer-Loring marriage did not last long, for all the couple's years of unofficial engagement. Currently, they are divorced, and Jean has remarried, while the Atom, now permanently reduced in stature to his six-inch height, has become the leader of a hidden race of diminutive aliens in the South American jungle. Having publicly revealed and then abandoned his double identity before leaving civilization, the Atom is no longer a regular member of the Justice League.

Like several other JLA members, the Atom has a counter-

part on the parallel planet of Earth-2 who is a member of the Justice Society. This Atom, Al Pratt, survived the events of *Crisis on Infinite Earths*. His godson, Albert Rothstein, has become Nuklon, a member of Infinity, Inc.

11. HAWKMAN (Carter Hall; born Katar Hol of Thanagar)

First appearance: *The Brave and the Bold* #34

Origin: *The Brave and the Bold* #34

Base of operations: Midway City

Membership: *Justice League of America* #31 through 109; #117 through *Justice League of America Annual* #2

Synopsis: Sent to Earth from the planet Thanagar in the Polaris system to study police methodology, law officer Katar Hol adopted the identity of museum curator Carter Hall in civilian life while battling crime as the winged Hawkman, who possesses the power of flight (granted by his belt of anti-gravity metal and his mechanical wings), the ability to communicate with birds, and a mastery of weapons both ancient and futuristic.

Among his close friends, besides his wife Shayera, who is also his partner Hawkwoman, are Midway City Police Commissioner George Emmett, and his fellow JLA member, the Atom.

Like Superman and J'onn J'onzz, Hawkman is an alien on Earth, and after his induction, the JLA functioned as a second home for him, as it did for the other extraterrestrial members. Like Green Arrow and the Atom, he too became more active over the years as a Justice League member than as a solo super-hero. His alien technology and



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knowledge were of prime importance in designing the orbiting headquarters for the group, especially the "transporter beam" method of access to the space satellite. Unlike the Martian Manhunter, who tended to rely on his more muscular Superman-like abilities in JLA adventures to the neglect of more esoteric talents, Hawkman often found himself calling on skills seldom used in his solo cases to solve problems which baffled the other members.

When his tour of duty on Earth turned into an enforced exile, first due to a planetary quarantine, and later because of a Thanagarian revolution, Hawkman depended more and more on the Justice League to give him a feeling of belonging. It was this intensity of feeling that led him to propose an amendment to the longstanding tradition that had kept his wife from joining him on team missions, with the result that Hawkgirl, now Hawkwoman, was also made a League member.

With the formation of the new Justice League by Aquaman, Hawkman is no longer a regular member of the team.

Like several other JSA members, Hawkman has a counterpart on the parallel planet of Earth-2 who is a member of the Justice Society. This Hawkman survived the events of *Crisis on Infinite Earths*. His son, Hector Hall, has become the Silver Scarab, and his godson, Norda Cantrell, has become Northwind, both of whom are members of Infinity, Inc.

12. THE BLACK CANARY (II) (Dinah Lance of Earth-2) First appearance: *Justice League of America* #75

Origin: *Justice League of America* #220

Base of operations: Star City

Membership: *Justice League of America* #76 through *Justice League of America Annual* #2

Synopsis: Trained as a criminologist and martial artist, but rejected by the police force, Dinah Drake chose to fight crime as a costumed heroine, eventually joining the Justice Society on her native Earth-2. With the death of her husband, private investigator Larry Lance, she chose to migrate to Earth-1 and join the Justice League. Actually, as was only later revealed, the original Black Canary died soon after her husband, and their daughter, imbued with her mother's memories, became the second Black Canary. Due to a spell cast by the Wizard, an old enemy of the JSA, Dinah Lance possesses a "Canary Cry" or "Sonic Scream," which produces spectacular, if sometimes unpredictable, effects.

After joining the JLA, Black Canary became romantically involved with fellow member Green Arrow, and became a florist in her secret civilian identity.

Black Canary, too, regards the Justice League as her adoptive home, since its members took her in when she first came to Earth-1. Significantly, her feelings for the Justice League are equal to or even greater than her attachment to Green Arrow. When the archer became disgruntled with the League and temporarily resigned his membership, she remained despite the disagreements this caused between them, and was eventually instrumental in his decision to rejoin the group.

With Aquaman's formation of the new Justice League, Black Canary is no longer a regular member of the team.



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13. THE PHANTOM STRANGER (true identity unknown)

First appearance: *Phantom Stranger* (first series) #1

Origin: Never revealed

Base of operations: Mobile

Membership: *Justice League of America* #103 to present

Synopsis: Little is known of this mysterious crusader, who appears by mystic means at times and places of his own choosing to combat menaces of supernatural origin. His previous meetings with Batman (in *The Brave and the Bold*) and his aid against the sorcerer Felix Faust (in *Justice League* #103) prompted the Justice League to entrust him with membership, but he seldom acknowledges the alliance, appearing only when the super-heroes are unable to triumph without his aid, usually against magical adversaries. Aside from a preference to travel by teleportation rather than flight, his supernatural powers seem roughly equal to those of the Justice Society member, Dr. Fate.

It may be significant that the Stranger has only once chosen to aid the JLA since their admission of Zatanna, a member with mystic skills.

14. THE ELONGATED MAN (Ralph Dibny)

First appearance: *The Flash* #112

Origin: *The Flash* #112

Base of operations: Mobile

Membership: *Justice League of America* #105 to present

Synopsis: Ralph Dibny discovered that an ingredient in the soft drink Gingold, taken in concentrated doses, gave him the power of super-elasticity, and he became a per-

former as the Elongated Man, while occasionally functioning as an amateur detective both on his own and in aid of his friend, the Flash. Having married debutante Sue Dearborn, revealed his true identity to the public, and retired from show business to travel the world on his entertainment earnings, he became a full-time super-hero and joined the Justice League.

The Elongated Man had been a long-overdue addition to the JLA ranks when he was finally asked to join. Indeed, he had been proposed for membership several times, mostly by the Flash, but had been passed over by the assembled team most probably because of his background as a performer who accepted payment for the use of his elastic abilities—an activity not in keeping with the League's bylaws. Although he often feels somewhat out of place among the Justice League heroes, who as a group are more given to undertaking world-saving missions than to solving mysteries (the latter being the Elongated Man's forte), Ralph Dibny is so much the exuberant and effervescent character (in the JLA tradition of Snapper Carr) that he treats the JLA as sort of an elite club, and participates on the level of being "one of the boys," rather than attempting to take himself too seriously as a champion of justice. One tends to suspect him of being the team's unofficial social director in their spare moments of recreation. Who else would think to organize a late-night poker game aboard the satellite?

The Elongated Man is one of the few members who has remained with the Justice League after its reformation by Aquaman.



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15. THE RED TORNADO (II) (John Smith)

First appearance: *Justice League of America* #64

Origin: *Justice League of America* #64 to 65; amended in *Justice League of America* #193

Base of operations: New York City

Membership: *Justice League of America* #106 through 129; #146 through *Justice League of America Annual* #2

Synopsis: Taking the name from a comical former associate of the Justice Society, criminal scientist T. O. Morrow created an android super-hero, the Red Tornado, as part of a scheme to destroy both the Justice Society and the Justice League. As was later revealed, the android became imbued at the moment of its creation with the life-force of the Tornado Champion, an alien super-being, with the result that while the Tornado Champion lost its memory of its previous existence, the Red Tornado became possessed of the emotions and sentience of a true living being. Until recently, only the Red Tornado's fellow JLA member, Firestorm, was aware of this aspect of the Tornado's origin.

Continuing as a super-hero and JSA member after Morrow's defeat, the Red Tornado was thought destroyed in the climax of *Justice League* #102, but was actually hurled through a dimensional rift to Earth-1, where he joined the Justice League. In this "second life," he was granted human facial features (which Morrow had neglected to give him in his original form), and assumed the identity of John Smith, in which guise his girlfriend was employment counselor Kathy Sutton. In *Justice League* #129, Red Tornado was thought destroyed once more, only to return intact in issue #146. In his "third life," he adopted an orphaned child from the Middle East named Traya, and renewed his relationship with Kathy Sutton, revealing his true identity to her. Throughout his career, the android hero has been subject to feelings of self-doubt and insecurity stemming from his non-human origins. The Red Tornado possesses the power to transform his body into a living whirlwind, which also enables him to fly at super-speed.

Like Black Canary, Red Tornado is an extradimensional refugee in the world of the JLA. Even before his arrival from Earth-2, though, he had been a loner among his fellow super-heroes. The Justice League, with its regular meetings and continual schedule of operation, unlike the more sporadic operations of the present-day Justice Society to which he had formerly belonged, gave the Red Tornado his needed feeling of worth and belonging. Also, it is through his association with the Justice League that he has taken on the full attributes of humanity: an everyday identity, a companion of the opposite sex, and even an adopted child. Whatever doubts the android hero may have about his own humanity, the Justice League members know him as their most self-sacrificing comrade, for "greater love hath no man than that he lay down his life for his friends," and the Red Tornado has risked this more than once.

With the formation of the new Justice League by Aquaman, the Red Tornado was no longer a regular member of the team. During the events of *Crisis on Infinite Earths*, he was once again thought to have been destroyed, but was actually transformed into a living tornado-being, in which form he has severed his ties with humanity and with the JLA.

16. HAWKWOMAN (Shiera Hall; born Shayera Thal of Thanagar; formerly HAWKGIRL)

First appearance: *The Brave and the Bold* #34

Origin: *The Brave and the Bold* #34

Base of operations: Midway City

Membership: *Justice League of America* #146 through *Justice League of America Annual* #2

Synopsis: Accompanying her husband Hawkman to Earth, Shayera Thal became his crimefighting partner as Hawkgirl, possessing the same skills and abilities (see Hawkman's synopsis above). In her secret civilian identity, she was his co-curator of the Midway City Museum.

Because of a provision in the JLA bylaws regarding the admission of heroes with similar powers, she was not asked to join the Justice League until years after Hawkman had been made a member.

With the formation of the new Justice League by Aquaman, Hawkgirl, now known as Hawkwoman, is no longer a regular member of the team.

Like several other JLA members, Hawkwoman has a counterpart on the parallel planet of Earth-2. This Hawkgirl, Shiera Sanders Hall, the wife of Hawkman's counterpart, is now retired from crimefighting.

17. ZATANNA (Zatanna Zatara)

First appearance: *Hawkman* #4

Origin: *Hawkman* #4; amended in *Justice League of America* #163

Base of operations: Mobile

Membership: *Justice League of America* #161 to present

Synopsis: The daughter of Zatara the Magician, a 1940s DC hero, and Sindella, a woman of a race possessing magical powers, Zatanna was born with natural mystic



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skills which were later enhanced by her father's training. She effects her spells, as did Zatara, by speaking her magical commands with the words pronounced in reverse English (e.g. "epor, dnib ym seof" for "rope, bind my foes"). Zatanna initially appeared on a quest for her missing father, which took her on a guest-star tour of various DC comics, including *Hawkman* #4, *The Atom* #19, *Green Lantern* (second series) #42, and *Detective Comics* #355 (in which she met the Elongated Man), and concluding in *Justice League* #51.

Like the Elongated Man, Zatanna's civilian identity as a stage magician is publicly known, she uses her powers (albeit secretly) in her professional life, and she had been active for several years before her invitation to join the JLA. So anxious was she to prove herself worthy of the honor that she inadvertently overused her magical powers during her first months of membership, causing them to be diminished permanently. Her powers are now based for the most part on the manipulation of the natural elements of earth, air, fire, and water, whereas formerly she had been able to create objects from thin air and perform other feats almost on a par with Justice Society member Dr. Fate. An infrequent super-heroine when working alone, Zatanna has become much more active since her induction and the awareness of the responsibilities brought on by her membership.

Zatanna was elected the second permanent chairman of the JLA, following Superman's term of office and preceding Aquaman's. She is one of the few members to remain active with the Justice League after its reformation by Aquaman.

18. FIRESTORM (Ronald Raymond/Martin Stein)

First appearance: *Firestorm* #1

Origin: *Firestorm* #1

Base of operations: New York City

Membership: *Justice League of America* #179 through *Justice League of America Annual* #2

Synopsis: A nuclear accident fused high-school student Ronnie Raymond and physicist Martin Stein into a single super-powered being, Firestorm the Nuclear Man, who possesses the powers of super-fast flight and molecular transmutation, in addition to the ability to hurl energy blasts.

Firestorm is like Snapper Carr and the Elongated Man in his youthful zealotry and irrepressibility. His Justice League appointment, sponsored by Superman, coming fairly early in his heroic career, like those of Green Lantern and the Atom, has served to bolster his self-confidence, as well as enabling him to benefit from the greater experience of his elder comrades.

With the formation of the new Justice League by Aquaman, Firestorm is no longer a regular member of the team.

19. THE VIXEN (Mari McCabe; name also spelled Macabe)

First appearance: *Action Comics* #521

Origin: *Justice League of America* #234 (in part)

Base of operations: Metropolis

Membership: *Justice League of America Annual* #2 to present

Synopsis: A mysterious costumed crusader who usually operated alone, the Vixen worked with Superman on two separate cases before the announcement of Aquaman's reformation of the Justice League prompted her to become a full-time super-heroine and a JLA member. The medallion she wears, called the Tantu Totem, gives her the power to take on the abilities of any single animal.

Much of the Vixen's background remains a mystery, but it is known that she was born the daughter of Reverend Richard Jiwe, the leader of an independence movement in the African country of M'Changa, and that she was missing and presumed dead for years following her father's assassination by his jealous half-brother, General Maksai. She eventually resurfaced in America as a fashion model and executive named Mari McCabe, a career and identity she has all but abandoned since joining the Justice League.

20. STEEL (Hank Heywood III)

First appearance: *Justice League of America Annual* #2

Origin: *Justice League of America* #235

Base of operations: Detroit

Membership: *Justice League of America Annual* #2 to present

Synopsis: The grandson of Hank Heywood, once known as Commander Steel, an Earth-2 super-hero of the early 1940s who was interdimensionally transported to Earth-1, Hank Heywood III, like the Vixen, was prompted to join the Justice League by the announcement of Aquaman's reformation of the team. Like his grandfather, Steel has had his human body totally rebuilt and augmented by metal and mechanical parts. Although he retains his normal appearance, unlike Cyborg of the Teen Titans, Steel possesses super-strength and limited invulnerability due to his internal reconstruction.

His closest confidant is Dale Gunn, an old Army friend of his father's. Steel is also responsible for the JLA's temporary decision to set up headquarters in Detroit.



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21. VIBE (Paco Ramone)

First appearance: *Justice League of America Annual* #2

Origin: *Justice League of America Annual* #2

Base of operations: Detroit

Membership: *Justice League of America Annual* #2 to present

Synopsis: A street-gang leader in a tough inner-city neighborhood, Paco Ramone was born with the power to cause stunning and shattering vibrations to emanate from his body at will, but only learned to control his super-human ability in his late adolescence. When the reformed Justice League established a headquarters near his home in Detroit, he quit the gang, adopted the identity of Vibe, and joined the Justice League. His true identity is known to the public.

22. GYPSY (real name unknown)

First appearance: *Justice League of America Annual* #2

Origin: Not yet revealed

Base of operations: Detroit

Membership: *Justice League of America* #236 to present

Synopsis: Little is known of the mysterious young female thief who frequented the Detroit neighborhood where the JLA established its headquarters. She aided and eventually joined them under the name Gypsy. Her real name and origin remain a secret even from her teammates, and the exact nature and extent of her powers are unknown even to Gypsy. She has the ability to camouflage herself by blending into any background so completely as to become virtually invisible. She can also cast illusions causing her victims to imagine themselves transported to another locale.

The Brave and the Bold #28 February–March 1960

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)

Letterer: Ira Schnapp

STORY

"Starro the Conqueror" (26 Pages)

Chapter 1: Introduction

Chapter 2: "Starro vs. Green Lantern"

Chapter 3: "Starro vs. Wonder Woman and John Jones, Manhunter from Mars"

Chapter 4: "Starro vs. the Flash"

Chapter 5: "Starro vs. Justice League of America"

Credits

Editor, plotter: Julius Schwartz

Plotter, scripter: Gardner Fox

Penciler: Mike Sekowsky

Inkers: Bernard Sachs (Chapters 1, 3, 5) and Joe Giella (Chapter 2) and Murphy Anderson (Chapter 4)

Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern (first appearance of these seven characters as the charter members of the Justice League of America; team origin revealed in *Justice League* #144 and 9; see Comment below)

Supporting Character

Lucas "Snapper" Carr (first appearance; formal first name revealed in *Superman Family* #188; a teenager of Happy Harbor; becomes an honorary member of the Justice League in this story)

Villains

Starro (first appearance; an alien being resembling a giant starfish; appears next in *Justice League of America* #65) and three ordinary starfish (first and only appearance to date; transformed into duplicates of Starro in this story)

Guest Appearances

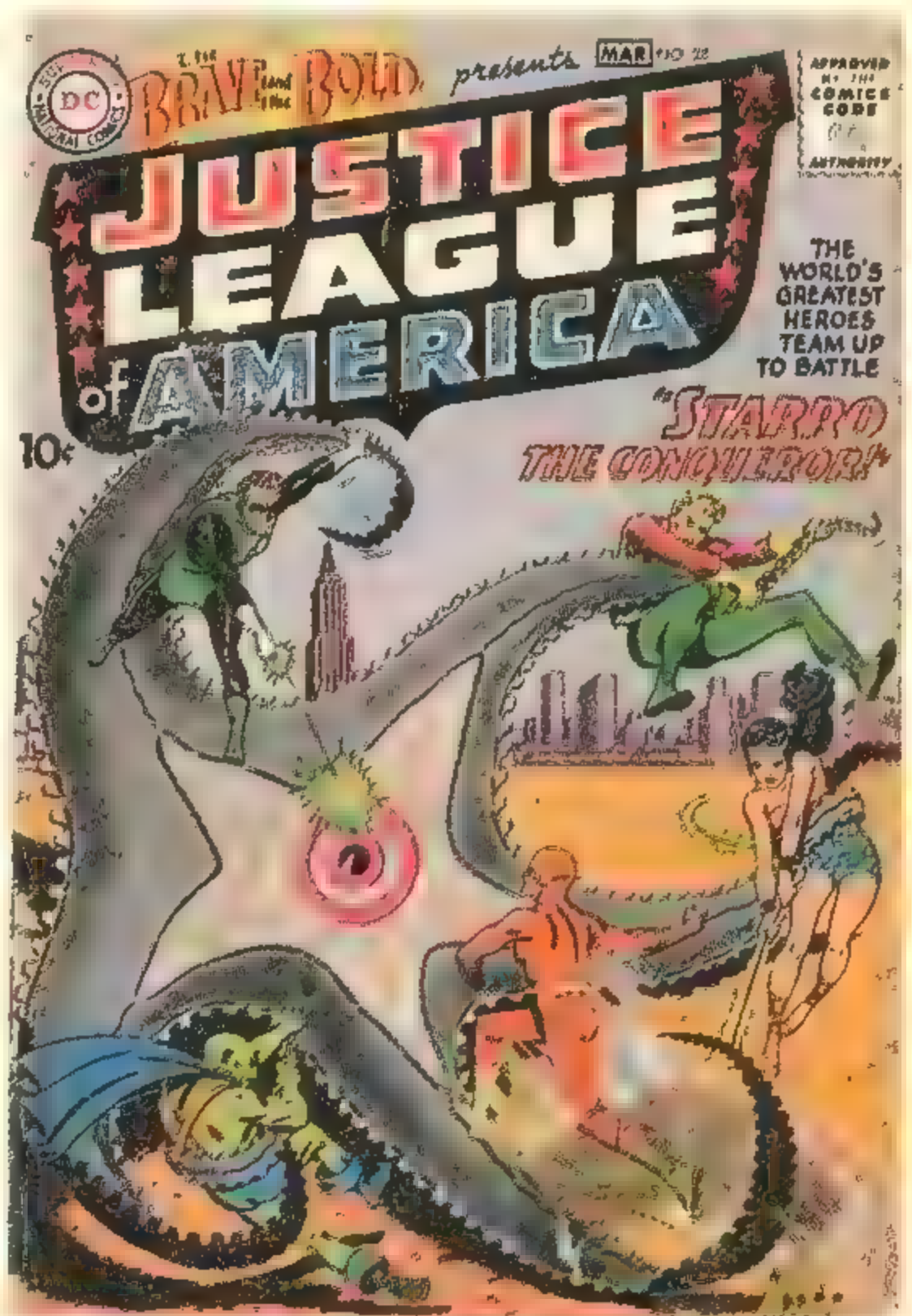
Steve Trevor (in between *Wonder Woman* #112 and 114)

Captain Harding (in between the J'onn J'onzz stories in *Detective Comics* #276 and 277)

Other Characters

Peter the Puffer Fish (first and only appearance to date; Aquaman's fish ally)

Mr. and Mrs. John Carr (first appearance of both;



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Snapper's parents; both appear next in *Justice League of America* #114)

Janet Carr (first name revealed in her next appearance, in *Justice League of America* #114; Snapper's sister)

The citizens of Happy Harbor (first appearance; appear next in *Justice League of America* #7)

The pilot and co-pilot of a U.S. Air Force jet bomber (first and only appearance to date)

Comments

The Flash is the chairman of the JLA meeting in this story.

Superman and Batman make only cameo appearances in this story.

John Jones is mistakenly depicted with blond hair in this story.

As noted in the introduction to this index, all references to flashbacks contained in the story in issue #144 are not part of the current DC chronology which begins with *Crisis on Infinite Earths*.

Synopsis

Aquaman's fish allies telepathically alert him to the menace of Starro, a giant starfish-like alien, who has landed in the seas of Earth, and is bent on conquering the planet. Starro has mutated three ordinary starfish into gigantic duplicates of himself for this purpose. Aquaman uses his signal device (described as being "ultrasonic vibrations caused by solar power") to summon the members of the Justice League of America to what is presumably their first official meeting.

Besides Aquaman, attending are Wonder Woman, Green Lantern, the Flash, and J'onn J'onzz, the Manhunter from Mars. Superman and Batman are also shown to be members, but other duties prevent them from answering the summons.

Flash, as chairman of the group, disperses the members to battle Starro's duplicates: Green Lantern uses his power ring to transform one back to its original form, Wonder Woman and J'onn J'onzz team up to stop the second, and, while Aquaman scouts the seas for the original, Flash finishes off the third. Discovering that, alone of the populace of the town of Happy Harbor, teenager "Snapper" Carr is unaffected by the mental powers of Starro's deputy, Flash asks the young man to meet the other League members, who discover that the lime he had been spreading on his lawn is the enemy's weakness. They are then able to overcome the alien conqueror, by bombarding him with the substance, and in gratitude for his aid, they make Snapper an honorary League member.

The Brave and the Bold #29

April-May 1960

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)

Letterer: Ira Schnapp

STORY

"Challenge of the Weapons Master" (26 Pages)



Credits

Editor, plotter: Julius Schwartz

Plotter, scripter: Gardner Fox

Penciler: Mike Sekowsky

Inkers: Bernard Sachs (Chapters 1, 3, 5) and Joe Giella (Chapters 2 and 4)

Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz (name misspelled "J'onn J'onz" in this story), and Green Lantern

Supporting Character

Snapper Carr

Villain

Xotar (first and only appearance to date; an arch-criminal of 11,960 A.D.) and Ilaric (his robot; also functions as a time machine)

Other Characters

The Intersolar Police (first and only appearance to date; law officers of 11,960 A.D.)

General Morgan Anderson and Chief Warner Hunter (first and only appearance of both to date; officials of a Florida missile base)

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Synopsis

Arch-criminal Xotar of the year 11,960 A.D. has collected an arsenal of four super-weapons, one of which, a partly legible page of the JLA casebook informs him, will enable him to defeat the Justice League. Since the police of his era have counter-weapons to three of his devices, but he does not know which ones, he journeys back in time to battle the super-heroes, and learns which weapon is the unbeatable one.

Paralyzing the members in their Secret Sanctuary mountain headquarters, he releases them individually to fight against the various weapons: Flash overcomes the Microscopitor, which has shrunk him in size, Aquaman and J'onn J'onzz defeat the De-Evolutionizer Ray, and Green Lantern and Wonder Woman triumph over the Magneto-Bubble weapon. All five heroes are saved from the fourth device, an Illusion-Maker, which creates imaginary, undefeatable menaces, by the appearance of Superman, who had been located by Batman and Snapper, after his non-appearance at the team's recent meeting.

Returned to his own time, Xotar discovers that the full text of the Casebook entry chronicles his defeat, instead of his victory.

Other Characters

Jose Mendoza (the world's oldest man), his son, his grandson, his great-granddaughter, his great-great-grandson, and his great-great-great-grandson (first and only appearance of all to date)

"Old Ironhead" (first and only appearance to date; the world's oldest turtle)

An unnamed judge (first and only appearance to date)

Comments

The Flash is the chairman of the JLA meeting in this story.

Superman and Batman appear only briefly in this story.

Synopsis

A dual peril strikes the Justice League members—momentary loss of their powers on individual cases, and the appearance of a criminal possessing all their combined abilities. The criminal is Amazo, an android created by Professor Ivo, who intends to collect the oldest living animals on Earth, and use them in the creation of an immortality elixir. Green Lantern and Aquaman are captured during Amazo's theft of the world's oldest reptile, a tortoise; Wonder Woman is captured trying to stop the abduction of the oldest human; J'onn J'onzz and Flash are captured while protecting the oldest bird.

Ignoring the invulnerable Superman and the non-super-powered Batman for the moment, the professor drains the powers of the captive heroes, and transfers

The Brave and the Bold #30 June–July 1960

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)

Letterer: Ira Schnapp

STORY

"Case of the Stolen Super-Powers" (27 Pages)

Credits

Editor, plotter: Julius Schwartz

Plotter, scripter: Gardner Fox

Penciler: Mike Sekowsky

Inker: Bernard Sachs

Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern

Supporting Character

Snapper Carr (appears next in *Justice League of America* #1)

Villains

Professor Ivo (first appearance; a criminal scientist; becomes immortal in this story; appears next in the second story in *The Flash* #158)

Amazo (first appearance; Ivo's android; possesses the powers of Aquaman, Wonder Woman, Flash, Green Lantern, and J'onn J'onzz in this story; appears next in *Justice League of America* #27)

Mirror Master (last seen in the first story in *The Flash* #109; appears next in the first story in *The Flash* #119)



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them completely to Amazo. Green Lantern, however, manages to escape being affected by Amazo's power ring, and captures both the professor and the android.

The powers of the other members are restored, and the professor's victims are returned to their homes. Ivo is given a 500-year prison sentence, which he will have to serve in full, since he has already drunk the immortality elixir.

Justice League of America #1 October–November 1960

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The World of No Return" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino



Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern

Supporting Character

Snapper Carr (last seen in *The Brave and the Bold* #30)

Villains

Despero (first appearance; a three-eyed mutant tyrant from the dimension of Kalanor; appears next in issue #26)

A flame-being (first and only appearance to date; Despero's underling)

Two unnamed gunmen and two unnamed smugglers (first and only appearance to date)

Other Characters

Jasonar (a scientist of Kalanor) and Saranna (his daughter; first and only appearance of both to date)

Inhabitants of planet Thanakon and an inhabitant of planet Narx (first and only appearance to date)

Comment

This issue is not numbered on the cover.

Synopsis

Jasonar, a scientist from the extradimensional world of Kalanor, flees to Earth to escape the tyrant Despero, and to perfect a secret weapon to defeat the mutant villain. Here he encounters the Flash, who summons the Justice League to his aid.

Despero, however, learns of this, and places the League members, except the Flash, in a hypnotic trance. Then he challenges the speedster to a chess-like game, rigged in his favor. Flash loses, and thereby condemns himself and his fellow members to be teleported to another dimension. Wonder Woman and Superman find themselves on a prehistoric planet, Aquaman and Green Lantern on a water-world whose seas are drying up, and Batman, J'onn J'onzz, and Flash on a world whose sun is about to go nova due to Despero's machinations.

Overcoming these various perils, the super-heroes return to Earth, to find that Despero had been defeated by Snapper Carr, using Jasonar's secret weapon.

Justice League of America #2 December 1960–January 1961

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

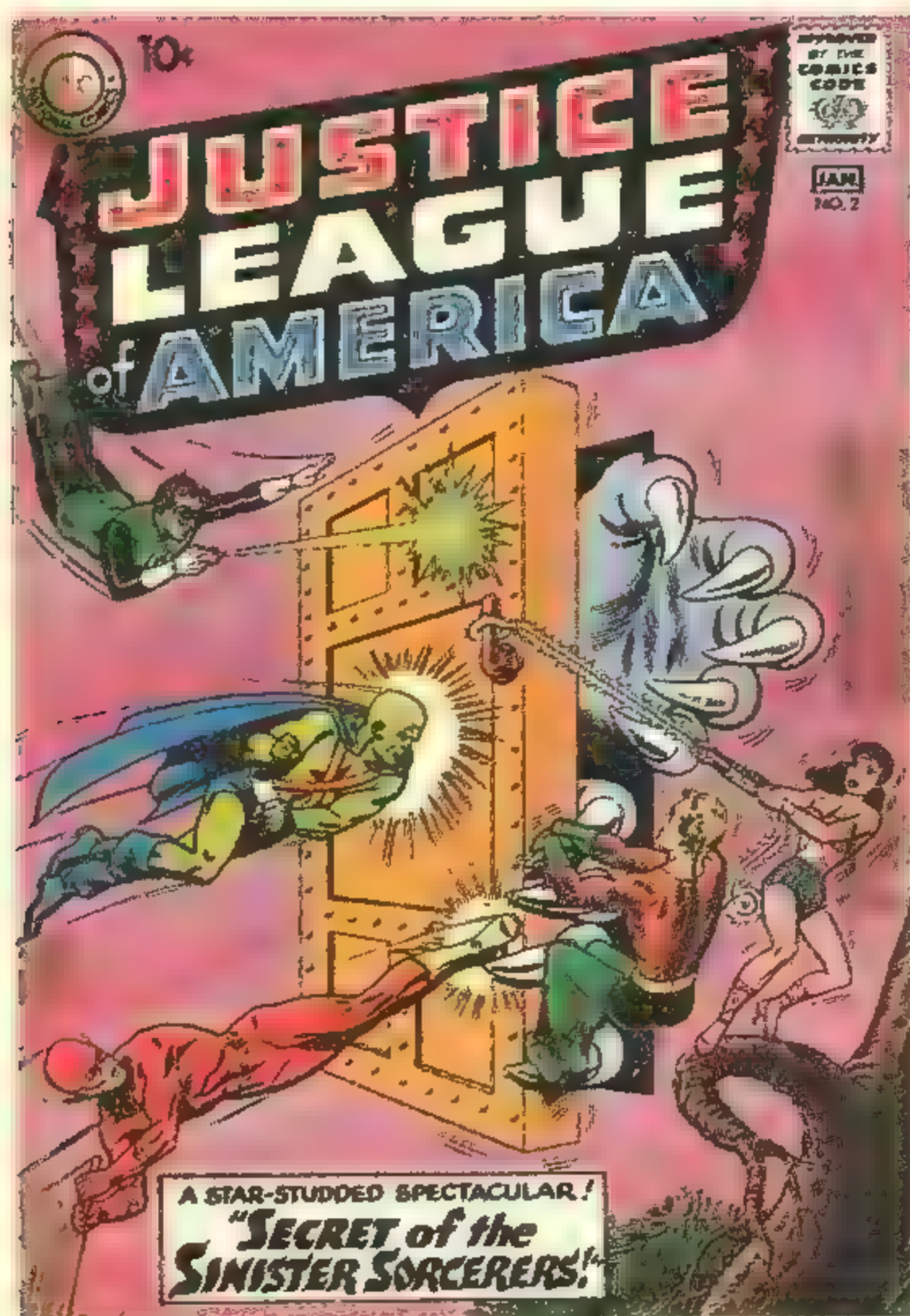
STORY

"Secret of the Sinister Sorcerers" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

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Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern

Supporting Character

Snapper Carr (temporarily transformed into a monster in this story)

Villains

Simon Magus (first appearance; appears next in the Superman and Batman story in *World's Finest Comics* #265)

Saturna, Lord of Misrule (first and only appearance to date)

The Troll King (first and only appearance to date; the above three villains are all inhabitants of the parallel world of Magic-Land)

A manticore and a griffin (creations of Saturna), troll giants and dwarfs (subjects of the Troll King), and air sprites and wood nymphs (subjects of Simon Magus; first and only appearance of all to date)

Other Characters

Mandini the Mage (a stage magician) and his female assistant (first and only appearance of both to date)

Merlin the Magician (first appearance; it is not certain whether this is the same Merlin who was the ally of King Arthur)

The King of Magic-Land (a parallel world; first and only appearance to date)

Jimmy Carr (first appearance; Snapper's younger brother; appears next in issue #114)

Comment

Wonder Woman temporarily loses her super-powers in this story, as do the other members, even though her powers are of magical, not scientific, origin. It is probable that her loss of powers is psychologically induced by the other members' loss of powers and that, although she does not discover it in this story, she actually does not lose her powers at all. A similar instance takes place in issue #59.

Synopsis

All scientific law on Earth ceases to function while, simultaneously, in Magic-Land, a parallel dimensional world, magic no longer works. Merlin the Magician discovers that the three sinister sorcerers, Simon Magus, Saturna, and the Troll King, are responsible for transposing Earth and Magic-Land between the dimensions so that they can rule the latter world, being its only inhabitants with a knowledge of science.

Deprived of their science-based powers, the Justice League members resort to mysticism to call on Merlin for help. Regaining his magic abilities on Earth, Merlin sends the super-heroes to Magic-Land to defeat his enemies. J'onn J'onzz and Green Lantern take on a griffin and a manticore commanded by Saturna, while Flash and Wonder Woman battle the Troll King's subjects, and Superman, Batman, and Aquaman capture Simon Magus.

Returning from Magic-Land, they rescue Snapper, who has accidentally changed himself into a monster with Merlin's magic wand, and Merlin restores Earth and his own world to their proper dimensions.

Justice League of America #3 February–March 1961

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Slave Ship of Space" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern

Supporting Character

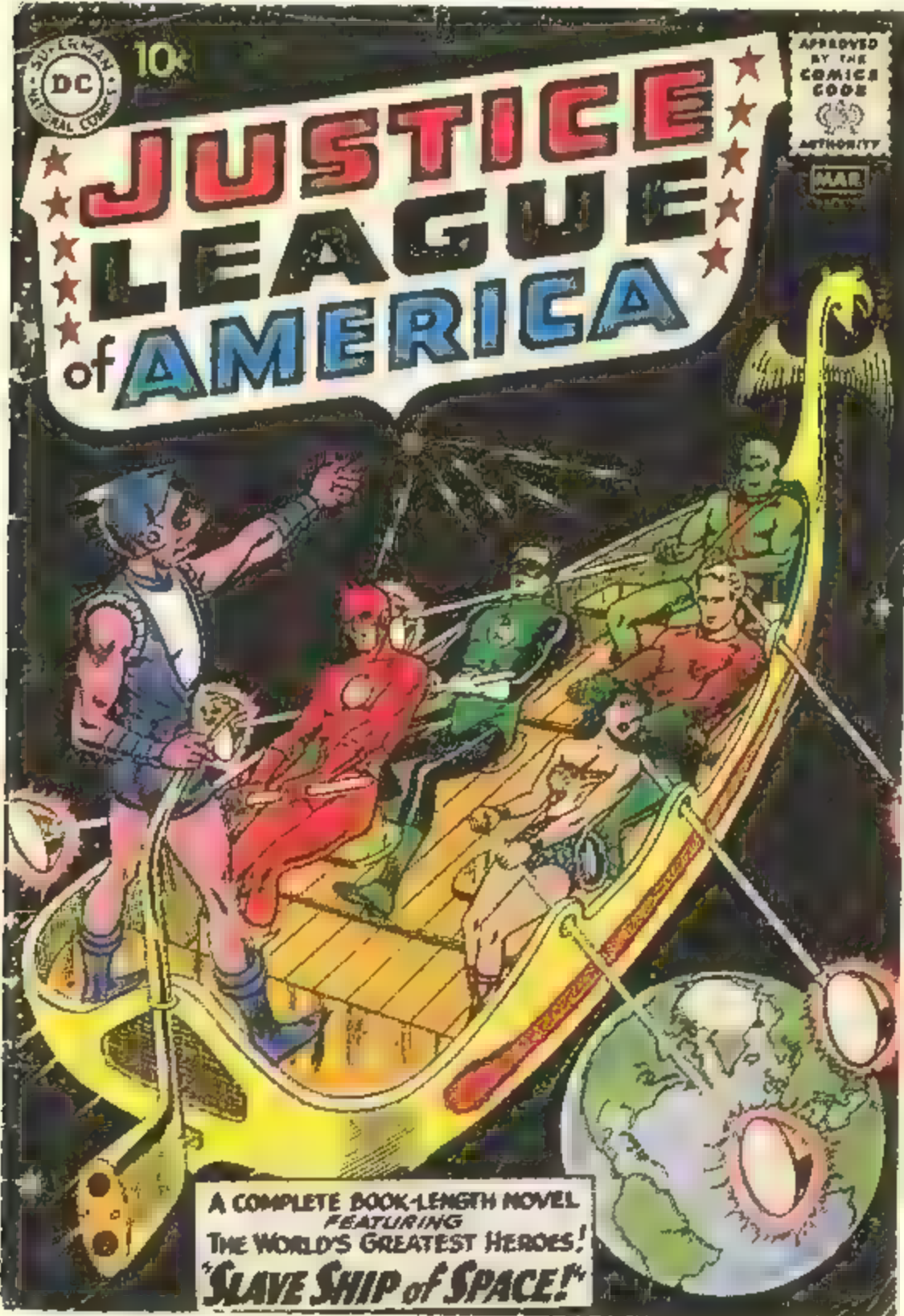
Snapper Carr

Villains

Kanjar Ro (first appearance; dictator of planet Dhor;

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appears next in *Mystery in Space* #75)
Hyathis (first appearance; queen of planet Alstair),
Kromm (first appearance; king of planet Mosteel), and
Sayyar (first appearance; emperor of planet Llar; all
three appear next in *Mystery in Space* #75)
A gang of bank robbers (first and only appearance to
date)



Comments

Batman and Flash's JLA signal devices are incorrectly shown in their belts, rather than in their insigniae, in this story.

The Justice League and Adam Strange battle Kanjar Ro in *Mystery in Space* #75 soon after this story. That adventure, in which the JLA members first encounter Adam Strange, must occur between *Justice League of America* #3 and 4 because the Flash proposes Adam Strange as a candidate for JLA membership in issue #4.

Synopsis

Kanjar Ro, dictator of the planet Dhor of the star-sun Antares, paralyzes everyone on Earth with the vibrations of his Gamma Metal Gong. To free them, the Justice League must aid Kanjar in overcoming his three rival planetary rulers. With Batman and Snapper left in the Secret Sanctuary as bait in a trap for Superman, the villain takes the members on his hyper-spatial Cosmic Boat to Antares.

J'onn J'onzz captures Kromm of Mosteel; Wonder Woman and Aquaman team up against Hyathis, queen of

Alstair; Flash and Green Lantern subdue Sayyar of Llar. Kanjar Ro has said that only the unique vibrations of his three foes pronouncing his name simultaneously will free the people of Earth from his spell, and when he tries to renege on the agreement, the Justice League members surprise him with recordings they have made of his rivals' voices.

Superman, Batman, and the paralyzed Earthlings are freed, and Kanjar Ro and his three enemies are exiled to an artificial planetoid created by Superman.

Justice League of America #4 April-May 1961

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"Doom of the Star Diamond" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino



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Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow (joins the Justice League)

Supporting Character

Snapper Carr

Villains

Xandor (rulers of planet Dryanna), his advisors, and his followers (first and only appearance of all to date)

Other Character

Carthan (first and only appearance to date; warlord-hero of planet Dryanna)

Comment

Wonder Woman is the chairman of the JLA meeting in this story.

Synopsis

An electromagnetic accident in space causes Carthan, a warlord of the planet Dryanna, to become invulnerable to harm. Fearing Carthan's popularity with the people, Xandor, the planet's ruler, has the warlord exiled to Earth.

Upon finding that something in the constitution of his protective aura prevents him from seeking the direct aid of the Justice League, Carthan kidnaps Green Arrow, whom the super-heroes have just voted in as a new member. At the same time, he unleashes menaces controlled by a series of golden boxes, which had been created by Xandor to enforce his exile. He hopes that the Justice League will destroy the boxes, and indirectly free him.

Wonder Woman and the Martian Manhunter battle giant insects created by the first box; Flash and Aquaman prevent the second box from causing Australia to sink into the ocean; Green Lantern destroys monstrous statues animated by the third box.

While Batman and Superman free the captive Green Arrow, the other members invade Carthan's ship, only to become trapped in a gigantic hollow diamond. The archer rescues them by splitting it with a diamond-tipped arrow.

Carthan returns to Dryanna to settle accounts with Xandor, and Green Arrow becomes an official member of the Justice League.

Supporting Character

Snapper Carr

Villains

Dr. Destiny (first appearance; a criminal scientist; disguised as Green Lantern in this story; appears next in issue #19) and his henchmen (first and only appearance to date)

Monty Moran, the Getaway Mastermind (last seen in the J'onn J'onzz story in *Detective Comics* #259; no further appearances to date)

Captain Cold (last seen in the first story in *The Flash* #114; appears next in *The Flash* #129)

Professor Menace (last seen in *Wonder Woman* #111; no further appearances to date)

Clock King (last seen in the Green Arrow story in *World's Finest Comics* #111; mistakenly called King Clock in this story; appears next in the Green Arrow story in *World's Finest Comics* #257)

Electric Man (last seen in the Aquaman story in *Adventure Comics* #254; no further appearances to date)

Puppet Master (last seen in *Green Lantern* (second series) #1; appears next, as the Puppeteer, in *New Teen Titans* #9)

Synopsis

On the trail of six of their individual foes who have banded together after a jailbreak, the Justice League members find themselves apparently betrayed by their newest comrade-in-arms, Green Arrow, Superman, Bat-

Justice League of America #5 June–July 1961

Cover Credits

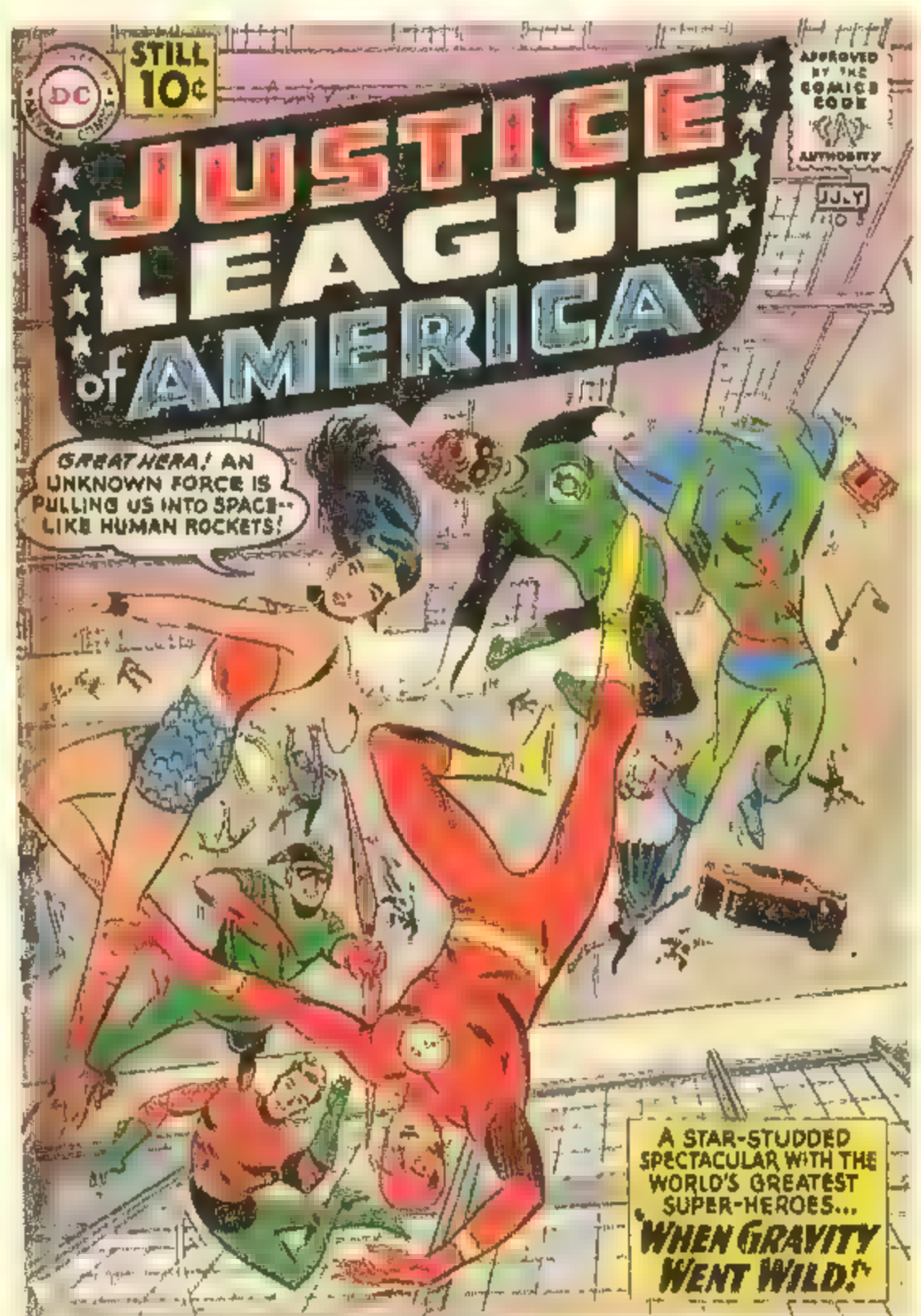
Artists: Mike Sekowsky (penciler) and Bernard Sachs (inker)
Letterer: Ira Schnapp

STORY

"When Gravity Went Wild" (26 Pages)

Credits

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow



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man, and Snapper Carr sit in judgment as the others relate how the Ace Archer aided Captain Cold, Professor Menace, and Clock King against Flash and Wonder Woman, then helped Electric Man, the Puppet Master, and Monty Moran escape from Aquaman, Green Lantern, and J'onn J'onzz. When Green Arrow tells his side of the story, it is revealed that his actions actually saved his fellow members from traps set by their enemies. He had maintained in this regard only because he had discovered that one member of the team was actually an impostor, and he hoped that the accounts of the battles would give him a clue as to who the impostor might be. It turns out to be "Green Lantern."

As the heroes take the fake GL to the police, they are seized in an anti-gravity ray, and taken prisoners to his hideaway, where the real Green Lantern is already imprisoned. The villainous Dr. Destiny then reveals how he had planned a criminal coup after eliminating the super-heroes with his anti-gravity and will-deadening weapons. While he is occupied with his new captives, Green Lantern escapes, overpowers Destiny and his henchmen, and thus saves the League from being fired into space forever.

Justice League of America #6 August–September 1960 1961

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)
Letterer: Ira Schnapp

STORY

"The Wheel of Misfortune" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villains

Professor Amos Fortune (first appearance; chronologically earlier appearance in flashback in issue #44; a criminal scientist; appears next, as Mister Memory, in issue #14)

Charles Hobart (first and only appearance to date; a museum custodian)

Other Characters

Hazel Deeping (first and only appearance to date; a young girl)

August Jones (first and only appearance to date; a museum curator)



Amos Fortune's stockbroker (first and only appearance to date)

Comments

Superman and Batman do not appear in this story.
The cover of this issue reprises that of *All-Star Comics* #42.

Synopsis

After breaking various superstitious taboos on individual cases, the Justice League members are plagued by ill fortune. This is caused by Professor Amos Fortune, who has learned how to control luck through the stimulation of twin "luck glands" which he has discovered in the body. By gifting himself with good luck and the JLA with bad, he plans to rob at will, unhampered by the super-heroes.

Meanwhile, the assembled heroes are alerted to two new cases via the mail: Flash, Green Arrow, and J'onn J'onzz search for a hidden family treasure, while Aquaman, Wonder Woman, and Green Lantern try to catch a museum thief. In each case, Amos Fortune attempts to abscond with the loot, but the JLA nevertheless enjoys good fortune, and solves the crimes. Realizing that this good fortune has come to the team to compensate for the earlier bad fortune caused by his own "Stimuluck" device, the villain captures the six members, and imprisons them in his Wheel of Fortune, which is designed to destroy their good luck glands completely.

This plan is foiled when J'onn J'onzz breaks free and captures the villain. Being a Martian, J'onn has no luck glands, and so is unaffected by the devices. His earlier "bad luck" had been nothing more than coincidence.

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Justice League of America #7 October–November 1961

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)
Letterer: Ira Schnapp

STORY

"The Cosmic Fun-House" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Characters

Snapper Carr
Midge (last name never revealed; first appearance; Snapper's girlfriend; appears next in the first story in *The Atom* #4)



Villains

Aliens from planet Angellax (first and only appearance to date)

Various creatures of an unnamed planet of the star Fomalhaut (first and only appearance to date)

Guest Appearances

Steve Trevor (in between *Wonder Woman* #125 and 126)

Kathy Kane (in between her appearances as Batwoman in *Batman* #141 and 144)

Lois Lane (last seen in the first story in *Superman* #148; appears next in *Action Comics* #281)

Carol Ferris (last seen in the second story in *Green Lantern* (second series) #7; appears next in the second story in *Green Lantern* (second series) #11)

Iris West (last seen in *The Flash* #123; appears next in the second story in *The Flash* #124)

Bonnie King (in between her appearances as Miss Arrowette in the Green Arrow stories in *World's Finest Comics* #118 and 134)

Diane Meade (name misspelled "Diana" in this story; in between the J'onn J'onzz stories in *Detective Comics* #296 and 299)

Other Characters

The mayor and city councilmen of Happy Harbor (first and only appearance to date) and the citizens of Happy Harbor (last seen in *The Brave and the Bold* #28; some appear next in issue #12)

Comment

The Justice League comes to the aid of Superman and Lois Lane in *Superman's Girl Friend, Lois Lane* #29 following this story.

Synopsis

Entering the fun-house of a new Happy Harbor amusement park, Snapper Carr and his girlfriend, Midge, are transported to an alien planet, from which the Justice League rescues them. Later, some of the members investigate the fun-house in their secret identities, with the result that Flash, Green Lantern, Wonder Woman, and Green Arrow are captured by invading aliens from the planet Angellax—the builders of the fun-house. Two of the aliens become duplicates of Barry (Flash) Allen and Hal (Green Lantern) Jordan, and send Superman, Batman, and J'onn J'onzz into the future on a wild goose chase to capture Xotar, whom they blame for the fun-house incidents. Aquaman is then lured into a trap.

At the same time, the four captive members escape, only to be transformed into weirdly distorted shapes by a mirror device. Aquaman aids the four, and they defeat the aliens despite their altered bodies. After Green Lantern restores himself and the others to normal, and the other heroes return from the future, they again enjoy the no-longer-dangerous amusement park while they are in their civilian identities.

Justice League of America #8 December 1961–January 1962

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)
Letterer: Ira Schnapp

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STORY

"For Sale — the Justice League" (26 Pages)

Credits

Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villains

Pete Ricketts (first and only appearance to date; a small-time gangster)

The "Top Ten" (first and only appearance to date; a group of underworld leaders)

Other Character

Caleb West (first and only appearance to date; an inventor)

Synopsis

An inventor's Cyberniray, a device that enables the user to control the wills of others, falls into the hands of Pete Ricketts, a small-time crook. When a group of underworld leaders offers a million-dollar reward for the elimination of the Justice League, Ricketts uses the ray-gun to capture them. He then auctions off the services of the various members to the crime chiefs, who send the heroes to rob

some of the same targets as a test of their comparative abilities.

Flash and Green Lantern battle over jewels which both have been ordered to steal; Aquaman and Green Arrow match wits to rob a gambling ship; and Wonder Woman fights J'onn J'onzz over the theft of a radium shipment. Meanwhile, Snapper Carr, discovering the heroes' plight, borrows the anti-gravity discs of Dr. Destiny from the Souvenir Room and saves the various treasures so that none of the heroes succeeds in his attempted crime. Alerted to their locations when they signal him on each other's signal devices, Snapper frees the members from the influence of the Cyberniray, enabling them to help each other escape from the death-traps devised by the gangsters.

Justice League of America #9 February 1962

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)

Letterer: Ira Schnapp



STORY

"The Origin of the Justice League" (26 Pages)

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Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, and Green Lantern (all seven also appear in flashback which follows the events of the flashback in issue #144 and precedes the events of *The Brave and the Bold* #28; see Comment below)

Green Arrow

Supporting Character

Snapper Carr

Villains

Stone-God, Glass-Man, Mercury Monster, Golden Roc, Fire-Lord, Wood-King, and Crystal Creature (first appearance; aliens of planet Appellax; appear in flashback to the Justice League's first case; their seed-clones named in issue #200; Crystal Creature appears next in issue #65; all others appear next in issue #200)

Guest Appearances

The Amazons of Paradise Island (in between *Wonder Woman* #108 and 109)

Other Character

An unnamed official of planet Appellax (first and only appearance to date)

Comments

Wonder Woman is the chairman of the JLA meeting in this story.

As noted in the introduction to this index, all references to flashbacks contained in the story in issue #144 are not part of the current DC chronology which begins with *Crisis on Infinite Earths*.

Synopsis

On the occasion of their third anniversary as a team, the Justice League celebrates with a party, and the original members narrate for newcomers Snapper and Green Arrow the details of the adventure that resulted in the formation of the team.

In the flashback tale, aliens from the planet Appellax came to Earth inside meteors to compete for the throne of their world, and in doing so, changed humans into weird copies of themselves. The Martian Manhunter encountered and defeated a stone giant, Aquaman battled a glass being, Wonder Woman saved Paradise Island from a mercury creature, Green Lantern combated a golden bird-like menace, and the Flash snuffed out a flame creature.

With five of the seven meteors accounted for, the superheroes met at the site of the sixth, only to be transformed into tree-like creatures by a wood-being—a plight from which they escaped through teamwork. Together, they traveled to Greenland, where Superman and Batman had teamed up to fight the final invader, a diamond humanoid.

In the aftermath of this adventure, the seven champions united permanently as the Justice League of America.

Justice League of America #10 March 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Fantastic Fingers of Felix Faust" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

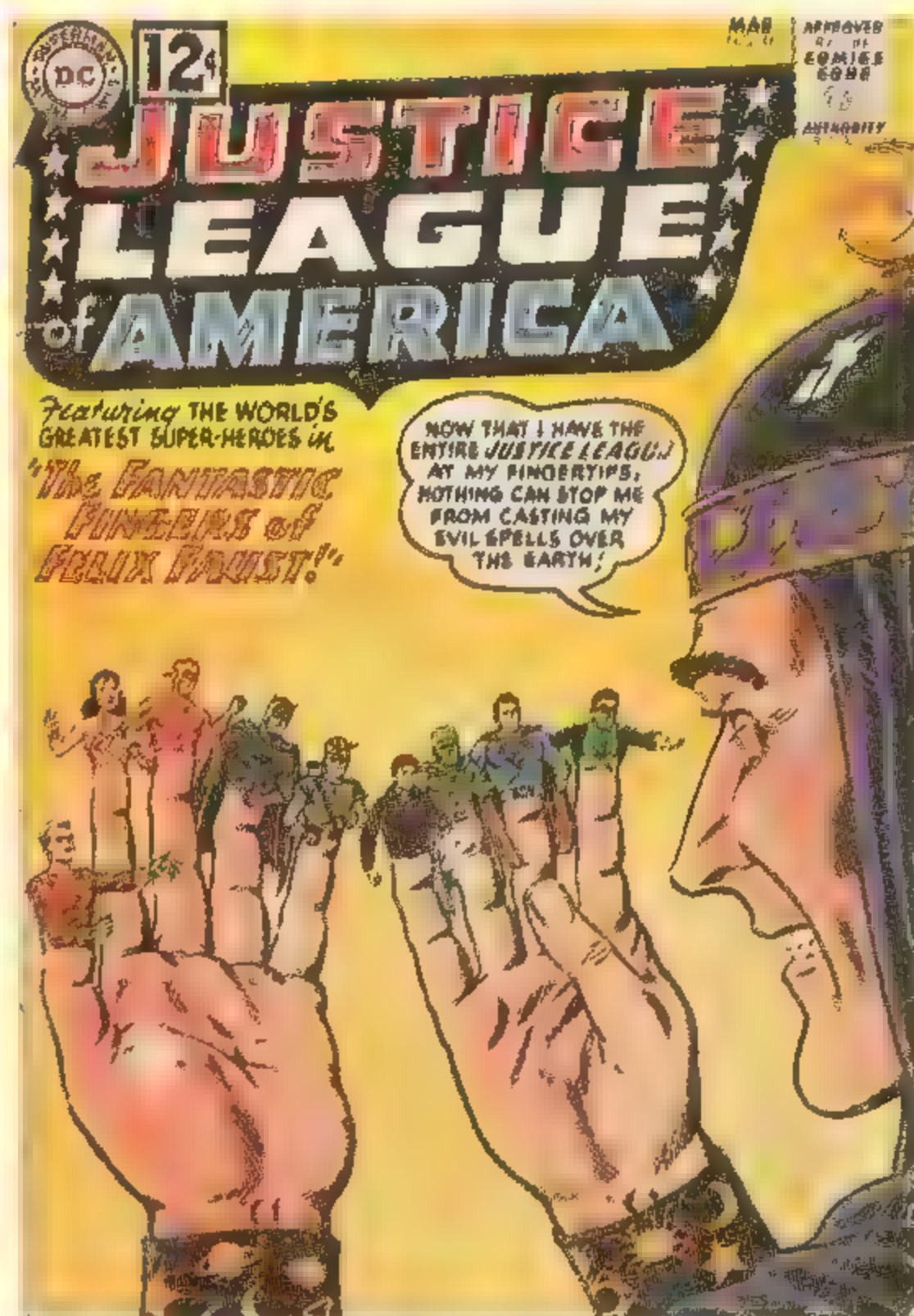
Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villains

Felix Faust (first appearance; an evil sorcerer; appears next in issue #21)



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Abnegazar, Rath, and Ghast (first appearance; three ancient demons)

The Lord of Time (also known as the Time Lord; first appearance; a criminal master of time-travel) and his legions (first and only appearance to date; warriors of various past and future eras)

Three magical guardians of the Red Jar of Calythos, a fire-spirit, a water-spirit, and an air-spirit (guardians of the Green Bell of Uthool); and a lightning-spirit (guardian of the Silver Wheel of Nyorlath; first and only appearance to date of the guardians; the Jar, the Bell, and the Wheel appear next in issue #35)

Other Characters

The Timeless Ones (first and only appearance to date; beneficent aliens possibly related to the Guardians of the Universe)

Comment

The story continues in the next issue.

Synopsis

Sorcerer Felix Faust schemes to release from their imprisonment three ancient demons, Abnegazar, Rath, and Ghast, who ruled the world before the dawn of man, but who were defeated by the benevolent aliens known as the Timeless Ones. To do this, he must procure three mystic objects – the Red Jar of Calythos, the Green Bell of Uthool, and the Silver Wheel of Nyorlath. Conjuring up the spirits of the imprisoned demons, Faust attains a means of forcing the Justice League of America to do his bidding.

The heroes are teleported away from their battle with the Lord of Time, who has unleashed warriors of the past and future on the present-day world. Superman, Wonder Woman, and Green Arrow battle a musical mystic guardian to obtain the Red Jar, while the Flash, J'onn J'onzz, and Batman fight spirits of earth, air, fire, and water which guard the Green Bell, and Green Lantern, Aquaman, and Snapper encounter a lightning-being in quest of the Silver Wheel.

Before Faust can free the demons, however, he is halted by the intervention of Aquaman's mentally commanded fish allies, and his spell over the League is broken. However, Faust's incantations have set in motion forces that will cause the release of the demons 100 years in the future.

Justice League of America #11 May 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"One Hour to Doomsday" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino



Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villains

Abnegazar, Rath, and Ghast (appear next in issue #35)
The Lord of Time (appears next in issue #50)

Cameo Appearance

Felix Faust (in flashback to previous issue)

Synopsis

The Justice League returns to its interrupted struggle against the Lord of Time, and trails him to the future era of 3786 A.D. in a time bubble built by Superman. Capturing him, they find their return to the present blocked in the year 2062 by the three demons freed by Faust.

The demons' magic transforms the heroes into mist, and they are sealed in bottles like genies, until a delayed command of Green Lantern's power ring frees Wonder Woman, who in turn frees the others. In order to prevent the demons from casting more spells directed specifically against individuals, Green Lantern uses his ring to alter the heroes' appearances for the final confrontation.

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In the meantime, the demons are engaged in an effort to restore the Earth to the state it was in prior to their imprisonment—no moon, no humanity, and the continents rearranged. Abnegazar is foiled by Wonder Woman disguised as J'onn J'onzz, Green Lantern disguised as Batman, and Flash disguised as Green Arrow. Rath is stopped by Green Arrow disguised as Flash, Superman as Aquaman, and Batman as Wonder Woman, while Ghast is stymied by Aquaman disguised as Superman, and J'onn J'onzz as Green Lantern.

The super-heroes are restored to their normal forms, and the demons are imprisoned again. The Jar, Bell, and Wheel are stored in the JLA Souvenir Room.

Justice League of America #12 June 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Last Case of the Justice League" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villain

Dr. Light (Dr. Arthur Light; given name and origin revealed in *DC Super-Stars* #14; first appearance; chronologically earlier appearance in *DC Super-Stars* #14; appears next in the first story in *The Atom* #8)

Other Characters

A group of fishermen (citizens of Happy Harbor; some last seen in issue #7)

Synopsis

Snapper Carr arrives late at a Justice League meeting to find the members gone and Dr. Light in their place. The villain forces him to chronicle his victory over the League in the JLA Casebook.

Capturing Aquaman, he had summoned the other members with the Sea King's signal device, then projected them into various sidereal worlds. Aquaman had been sent to a desert planet, J'onn J'onzz to a world of fire, Flash to a planet where his balance was disrupted and his speed of little use, Wonder Woman to a place where her body refused to obey her brain, Green Arrow to a planet

where a strange organic magnetism rendered his weapons useless, and Green Lantern to an entirely yellow world. Superman was trapped on a world with a red sun, and Batman in a place where the laws of science didn't hold.



What Dr. Light doesn't realize, however, is that Batman and Superman had exchanged identities in order to trick him. Thus, Superman, in full possession of his powers, is able to escape the prison planet intended for Batman, and he rescues his fellow members.

Returning to the Secret Sanctuary, the super-heroes rescue Snapper, who alerts him to Light's planned theft of three mementoes of light. Though Aquaman and Green Arrow halt the villain's plan to steal the Colossus of Rhodes, Green Lantern is apparently destroyed during the battle. Simultaneously, Batman, Flash, and J'onn J'onzz encounter and subdue a second Dr. Light, who attempts to steal the diamond Heart of Light, while Superman and Wonder Woman capture a third, who is making off with the first electric light bulb. These three captives are revealed to be mere images, and the real Dr. Light is about to set off vibrating light-impulses that will overcome everyone on Earth.

He is beaten at his own game by Green Lantern, who had not been destroyed at all, but had allowed his image to be blasted, while he searched for Light's hideout and captured the villain.

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Justice League of America #13 August 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Riddle of the Robot Justice League" (26 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, and Green Arrow

Supporting Character

Snapper Carr

Villains

Zed Brann (a scientific genius; appears in flashback only) and other inhabitants of planet Skarn (first and only

appearance of all to date)

Robot duplicates of all the Justice League members except Aquaman (first appearance; all destroyed in this story)

A gang of thieves, a pair of crooks, and the Blackout Bomb Gang (first and only appearance of all to date)

Guest Appearances

Speedy (in between the Green Arrow stories in *World's Finest Comics* #127 and 128)

Thomas Kalmaku (last seen in the second story in *Green Lantern* (second series) #14; appears next in the first story in *Green Lantern* (second series) #15)

Jimmy Olsen (last seen in *Superman* #155; appears next in *Action Comics* #291)

Other Characters

Sforll (an energy-being) and other inhabitants of planet Erislane (first and only appearance of all to date)

Ragnar of Ultranoor (first appearance; an alien hero; dies in flashback)

A crowd of spectators at a charity fair (first and only appearance to date)

Synopsis

In the midst of their private lives, the Justice League members are teleported through time and space to the planet Erislane, where they are enlisted in a struggle to save the entire universe. While the life-force of an alien universe dies out, the scientists of the planet Skarn steal the life-force from a neighboring universe in order to survive. Over the eons, they have done this many times, challenging the champions of the various universes they victimized to battle robot duplicates of themselves—battles which the robots have always won. Now, as the life-force of the universe containing Earth and Erislane is about to be stolen, the League is called in.

Because Skarn is a waterless world, there is no duplicate of Aquaman, so he acts as coach. Although the robots are supposedly nothing more than the exact equals of their counterparts, they prove to be the masters of the originals until Aquaman's coaching provides the impetus needed for the League to win. Superman discovers that special transmitters in the robot convert the sound energy of the cheering Skarn crowd into power for the robots, thus insuring their victory.

When the Skarnians attempt to renege on their agreement to spare the JLA's universe, the heroes locate their hidden life-force-stealing apparatus, and destroy it. Then they are returned to Earth mere moments after their departure.

Justice League of America #14 September 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Menace of the 'Atom' Bomb" (25 Pages)



The Official Justice League of America Index



Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and the Atom (joins the Justice League)

Supporting Character

Snapper Carr

Villains

Professor Amos Fortune (last seen in issue #6; uses the alias Mr. Memory in this story; appears next in issue #43)

Hector Hammond (last seen in *Green Lantern* (second series) #5; evolves into a future-man in this story; appears next in *Green Lantern* (second series) #22)

Pied Piper (last seen in the second story in *The Flash* #106; appears next in the first story in *The Flash* #138)

Sea-Thief (first and only appearance to date; an enemy of Aquaman)

Angle Man (in between *Wonder Woman* #130 and 141)

Dr. Davis (last seen in the Green Arrow story in *World's Finest Comics* #125; no further appearances to date)

Joker (last seen in *Batman* #148; no appearance; captures Batman for Mr. Memory behind the scenes in this story; appears next in *World's Finest Comics* #129)

Other Characters

The district attorney of Ivy Town, an unnamed judge, bailiff, and court spectators (first and only appearance of all to date)

Cameo Appearances

Kular Dar (in flashback to the second story in *Showcase* #34), Greg Phillips (in flashback to *Showcase* #36), and Jason Woodrue (in flashback to *The Atom* #1)

Synopsis

Although the Atom is elected as the Justice League's newest member, no one can remember exactly who he is, or why votes were cast for him. After Green Lantern consults his power ring for the information, J'onn J'onzz is sent to inform the Atom of this strange circumstance, and the meeting adjourns. Meanwhile, in Ivy Town, the entire citizenry, including the Atom himself, forgets about him, and the Tiny Titan is trapped, a victim of amnesia in a world of giants.

The power behind these happenings is a mystery mastermind calling himself Mister Memory, who has invented a De-Memorizer weapon. He recruits Hector Hammond (who uses his evolution-meteor to transform himself into a man of the future), the Pied Piper, the Sea-Thief, the Angle-Man, and Dr. Davis to help him capture Green Lantern, Flash, Aquaman, Wonder Woman, and Green Arrow. Mr. Memory captures the Martian Manhunter, just as the hero is about to confront the Atom. Stunned by the appearance of J'onn J'onzz, Atom accidentally shrinks into a sub-atomic world, and the shock restores his memory.

Trailing Mr. Memory to his hideout, he is captured and used as a weapon against the captive JLA members, but he escapes using his own abilities and Green Lantern's ring. The League then unmasks Memory, who turns out to be an amnesiac Batman manipulated by the true villain. By tracking the frequencies of the villain's electronic spy devices, J'onn J'onzz and the Flash are able to capture Professor Amos Fortune.

With the villains jailed, the team returns to the Secret Sanctuary, and the full membership officially welcomes the Atom to their ranks.

Justice League of America #15 November 1962

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)
Letterer: Ira Schnapp

STORY

"The Challenge of the Untouchable Aliens" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky

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Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and Atom

Supporting Character

Snapper Carr

Guest Appearance

Jean Loring (last seen in the first story in *The Atom* #3; appears next in the second story in *The Atom* #4)

Other Characters

A group of giant stone-men (first and only appearance to date; inhabitants of a parallel Earth)

Various reporters and military personnel attending a weaponry demonstration, and various office workers in the Wilmoth Building (first and only appearance of all to date)

Comment

There are no real villains in this story, as the stone giants are not actually malevolent.

Synopsis

Super-weapons of different nations are stolen by an

invisible force, and giant stone men appear in Tokyo, Brasilia, and Central City. When the weapons are used for the attempted destruction of these cities, the Justice League members split up to investigate. The stone men prove intangible to their blows, but solid when striking in their defense. Although they prevent Tokyo from being wiped out, J'onn J'onzz, Green Arrow, and Aquaman are unable to halt their foe, until he vanishes, and the same thing happens to Superman, Wonder Woman, and the Atom in Brasilia.

In Central City, Batman, Flash, and Green Lantern learn that the stone men are inhabitants of a parallel Earth separated from Earth-1 by one minute of time. Simultaneous nuclear explosions on each Earth have caused them to approach each other, and the aliens seek to prevent the mutual destruction this would cause by obliterating those cities which share locations of cities on their world.

Green Lantern resolves the problem by causing the two worlds again to be separated by one full minute of time.

Justice League of America #16 December 1962

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp



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STORY

"The Cavern of Deadly Spheres" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and Atom

Supporting Character

Snapper Carr (appears next in the first story in *The Atom* #4)

Villain

The Maestro (first and only appearance to date; an imaginary villain created by Jerry Thomas; not to be confused with Anton Allegro, the villainous maestro who first appears in issue #163, or with the Maestro who first appears in issue #237) and his henchmen (first and only appearance to date; also imaginary characters)

Other Character

Jerry Thomas (first mentioned; a young Justice League fan; character named for fans Jerry Bails and Roy Thomas; makes no physical appearance in story; appears next, as an adult police officer, in *Crisis on Infinite Earths* #11)

Comments

This adventure does not actually happen. The Justice League solves an imaginary case posed by one of its fans.

Snapper Carr graduates from high school and shares an adventure with the Atom in the first story in *The Atom* #4 following this story.

Synopsis

Three Justice League teams, on their way to a meeting, foil robberies masterminded by a villain called the Maestro, who uses his unique music to make the super-heroes dance uncontrollably. Trailing the villain to his cavern hide-away, the members are trapped in bubbles which are proof against their powers. The situation seems hopeless, but it turns out that these happenings are merely part of a story written by JLA fan and amateur cartoonist Jerry Thomas, who has sent his idea for an inescapable doom-trap to the heroes, in hopes they can come up with a solution for it.

After wracking their brains for an answer, the League is at a loss, until the Atom points out that he was too small to have heard the Maestro's music at one point of the story—which would indicate that something else was causing the effect. Thus aware of the true source of the villain's power—a cosmi-radio beam affecting the motor centers of the brain—the heroes are able to immunize themselves, escape the trap, and capture the Maestro.

Justice League of America #17 February 1963

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Triumph of the Tornado Tyrant" (25 Pages)

Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino and Joe Letterese (Chapter 2 only)

Feature Characters

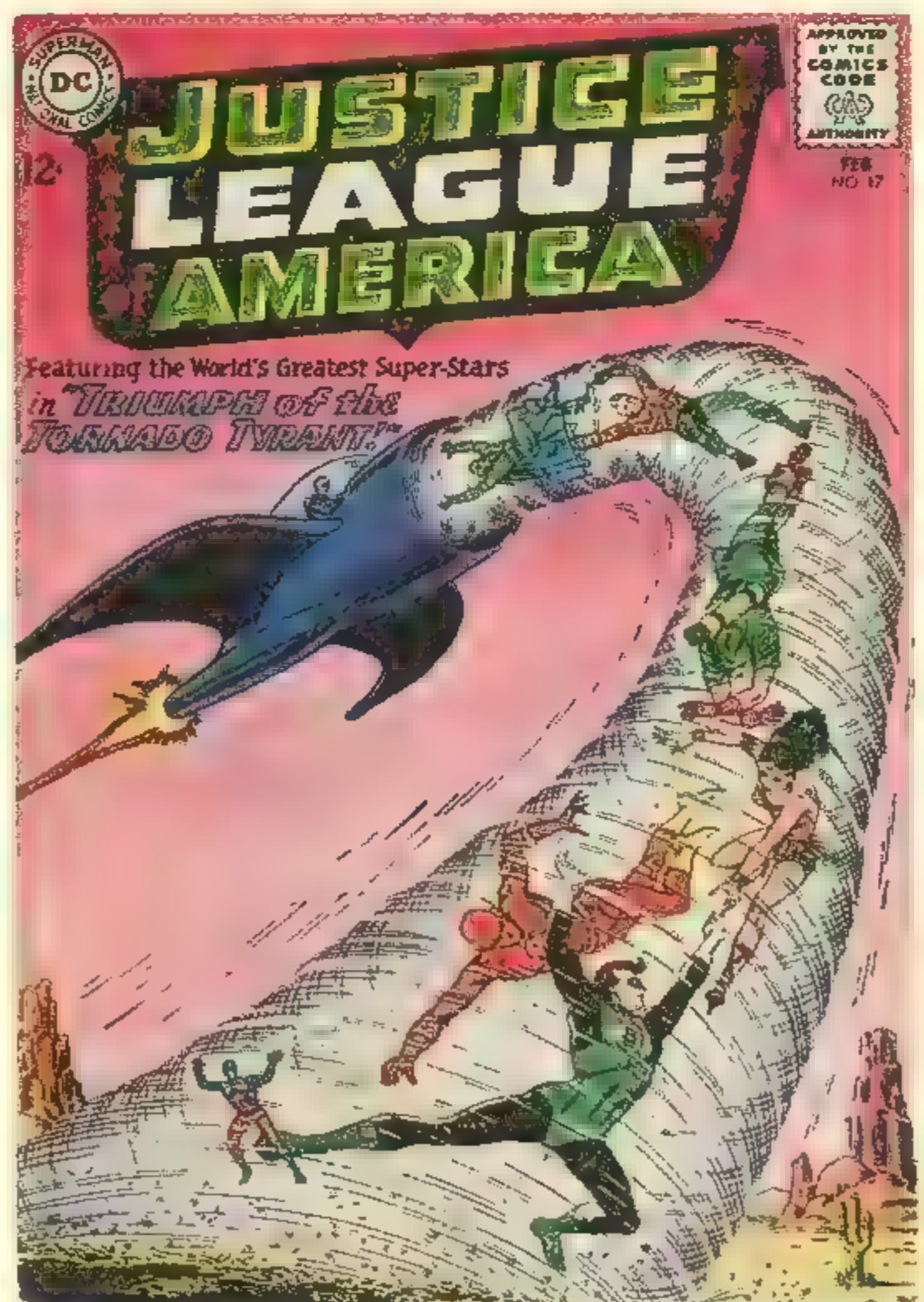
Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and Atom

Supporting Character

Snapper Carr (last seen in the first story in *The Atom* #4)

Villains

The rockmen of Pluto (first and only appearance to



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date; alien invaders)

The Tornado Tyrant II (first appearance; an evil duplicate of the Tornado Champion; appears next in issue #193)

Other Characters

The Tornado Tyrant (last seen in *Mystery in Space* #61; becomes the Tornado Champion and transforms itself into duplicates of the Justice League members in this story; revealed as the life-force of the android Red Tornado in issue #193; appears next, behind the scenes in flashback to Red Tornado's origin, in issue #64)

Cameo Appearances

Adam Strange, Alanna, Ulthoon, the Mechanimen, and the Palador (in flashbacks to various Adam Strange stories in *Mystery in Space*)

Kanjar Ro (in flashback to *Mystery in Space* #75)

Dr. Light (in flashback to issue #12)

Synopsis

After its defeat by Adam Strange (in *Mystery in Space* #61), the creature known as the Tornado Tyrant turns to good, and becomes known as the Tornado Champion. Creating its own duplicate Earth, it transforms itself into duplicates of the Justice League members, and wages war on evil. However, when an evil counterpart of itself springs into existence, it is unable to defeat this nemesis. Traveling to Earth, it subjects the JLA to identical perils to learn how to win such battles.

Green Lantern defeats the whirlwind menace by using anti-energy, which presents the Tornado Champion with a dilemma, for such a method would result in its own destruction. Coming up with his answer, the Champion returns to its own Earth, and causes the Tornado Tyrant to be teleported into the Anti-Matter Universe, where it is wiped out.

Justice League of America #18

March 1963

Cover Credits

Artists: Mike Sekowsky (penciler) and Murphy Anderson (inker)

Letterer: Ira Schnapp

STORY

"Journey into the Micro-World" (25 Pages)

Credits

Editor, plotter: Julius Schwartz

Plotter, scripter: Gardner Fox

Penciler: Mike Sekowsky

Inker: Bernard Sachs

Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and Atom

Supporting Characters

Snapper Carr and Midge (last seen in the first story in *The Atom* #4; appears next in issue #26)



Other Characters

Inhabitants of Starzl (a micro-world; first and only appearance to date; world named for science fiction writer R. F. Starzl)

Terrane, Ocana, and Etheran (first and only appearance to date; android protectors of Starzl)

Comment

There are no real villains in this story, as the three android protectors are not malevolent.

Synopsis

During a meeting, the entire Justice League, except Snapper, is shrunk to tiny size, and enters the sub-atomic world of Starzl, where their aid is enlisted against the three android protectors of that world. Although these artificial humanoids, Terrane, Ocana, and Etheran, guard Starzl against menaces from land, sea, and air, a radiation they emit is now shortening the lives of the people.

The Justice League is warned that the androids are invulnerable and unbeatable, but they attempt the deed anyway. Atom, Batman, and Green Arrow lose to Terrane; Aquaman, Flash, and J'onn J'onzz are beaten by Ocana; and Superman, Green Lantern, and Wonder Woman come out second-best to Etheran. This defeat is unexpected, since the androids did not appear to be that powerful, and Batman deduces that something about Starzl caused the League to believe the warning concerning the invulnerability of their foes.

The solution to the problem is to summon Snapper,

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who has not been told of the androids' invincibility. With the super-heroes setting him up, he succeeds in defeating the androids.

Justice League of America #19 May 1963

Cover Credits

Artist: Murphy Anderson
Letterer: Ira Schnapp

STORY

"The Super-Exiles of Earth" (25 Pages)



Credits

Editor, plotter: Julius Schwartz
Plotter, scripter: Gardner Fox
Penciler: Mike Sekowsky
Inker: Bernard Sachs
Letterer: Gaspar Saladino

Feature Characters

Superman, Batman, Flash, Wonder Woman, Aquaman, J'onn J'onzz, Green Lantern, Green Arrow, and Atom (all learn each other's secret identities in this story, but Superman uses Amnesium to cause them to lose this knowledge)

Guest Star

Jean Loring (last seen in the first story in *The Atom* #6; appears next in *The Atom* #7)

Supporting Character

Snapper Carr

Villains

Dr. Destiny (last seen in issue #5; appears next in issue #34)

Super-Atom, Super-Superman, Super-Green Lantern, Super-Flash, Super-Wonder Woman, Super-J'onn J'onzz, Super-Green Arrow, Super-Aquaman, and Super-Batman (first appearance of all; more powerful duplicates of the Justice League members, created by Dr. Destiny; all destroyed in this story)

Other Character

An unnamed criminal courts judge of Empire City (first and only appearance to date)

Synopsis

Overnight, doubles of the Justice League heroes appear on Earth, each possessing mightier powers than the original, and devoted to evil rather than good. Unable to overcome their counterparts, and blamed for their crimes despite the defense efforts of lawyer Jean Loring, the League is exiled into space. Only then do they deduce that the evil JLA has been materialized from their own dreams by the imprisoned Dr. Destiny, using his materiopticon weapon.

Legally prevented from returning to Earth as their super-hero selves, the members who have other identities (excluding only Aquaman) return to civilian guise to battle their doubles. Thus, John Jones, Diana Prince, and Bruce Wayne go into action against the evil Martian Manhunter, Wonder Woman, and Batman; Clark Kent, Barry Allen, and Ray Palmer fight the criminal Superman, Flash, and Atom; Hal Jordan and Oliver Queen team up against the superior versions of Green Lantern, Green Arrow, and Aquaman. This strategy fails, and the heroes are imprisoned by their counterparts, but they escape by energizing Hal's power ring with their combined wills. Ray then enters the duplicates' bodies, and robs them of control of bodily movements, allowing the others to defeat them easily.

Aquaman is returned from exile, Dr. Destiny is placed in solitary confinement, and the knowledge of the super-heroes' true identities is erased using the Amnesium stored in Superman's Fortress of Solitude.

An Explanation of the DC Comics Index

This is the fourth in an ongoing series of comprehensive indexes to all of the DC Comics to appear since the company began publishing in 1935. In this series, we intend to examine every issue of every DC comic book and to provide you with a color reproduction of the comic's cover, a complete listing of the creative people involved in producing the comic, a complete listing of all of the characters who appear in each story, a summary of what happened in each adventure, and various other information.

It is our goal that every DC comic title will get a series of *The DC Comics Index* devoted solely to it. Heroes who have headlined in more than one title—notably, Superman and Batman—will have a separate series of the *Index* devoted to each title. In the case of some (but not all) features which have migrated from one title to another—such as *Legion of Super-Heroes*, which appeared in *Adventure Comics*, *Action Comics*, and *Superboy* before being awarded a comic bearing the name of the feature—we will bring together all appearances of the feature in one index series. Maxi-Series, Mini-Series, and features with short life spans will be indexed in related groups.

All comics indexed in a series will run in serial order, beginning with the first issue or the earliest issue that features the series being indexed. For instance, *The Official Superman Index* will begin with *Superman* #1, while *The Official Teen Titans Index* will begin with *The Brave and the Bold* #54, the first comic to feature the group of heroes who would become the Teen Titans. Non-DC Universe stories that appear in DC Comics are not fully indexed or synopsized. Each of the index entries is as self-explanatory as possible. Some of the criteria we used to create an index entry are provided below.

Cover Credits

It usually takes many people to produce a comic book cover, from conception and design through coloring and production, and it is impossible to credit them all. The Artist, responsible for the basic execution of the cover, does the lion's share of the work. If more than one artist works on a cover, some usually pencil and the others usually ink. The artist sometimes works from someone else's layout or design, and sometimes someone else touches up or redraws parts of the picture. Design work, layouts, touch-ups, and other ancillary work are not usually credited in the Cover Credits.

The Letterer hand-letters any captions or word balloons on the cover other than the logo. It is impossible to guess the letterer when the lettering is mechanically typeset or laid down from transfers, so such lettering is called "typographical."

Records of artists and letterers are sometimes unavailable, particularly for covers that appeared many years ago, so the identities of some cover artists and letterers are the best guesses that the indexers and DC's current editors and art staff can make. Credits other than Artist or Artists and Letterer appear where known.

Story Information

Story titles are given as they appear on the title pages, not as on the covers or in coming attractions. When a story lacks a title or title page (a rare occurrence), a note to this effect appears as a Comment.

Story credits are taken from the credits as published. As with cover credits, it is impossible to credit everybody who worked on a story, but whenever additional information is available, it appears in the *Index*. If the published credits in a story are incorrect, the *Index* corrects them wherever possible.

Characters

All major characters, and most minor ones, are classified into seven categories, although all seven may not be needed to fully index a story. Bystanders, random police officers, random gangsters, background characters, and so forth, are not usually listed unless they appear elsewhere in more prominent roles.

The seven character categories are: Feature Characters, characters to whom the title of the feature refers; Guest Stars, characters from other comics who have a major role in the story; Supporting Characters, characters who appear frequently in stories with the feature character(s); Villains, the antagonists of the feature character(s); Guest Appearances, characters from other comics who have a minor role in the story; Other Characters, characters who do not fall into any of the five previous categories; and Cameo Appear-

ances, characters who do not actually appear in a story but whose images are seen, for example, in photographs, flashbacks, or reminiscences.

The Feature Character is listed only when not obvious from the title of the comic. For example, Superman is always the only feature character in his own comic, but the lineup of the Justice League of America changes occasionally, which requires a Feature Character listing for each indexed issue of *Justice League of America*. Guest Stars are usually major characters who have their own comics, but any character can be a Guest Star. The only qualifications are that the character not usually appear in the comic and that he or she take a major role in the story that is not antagonistic to the feature character(s). A Guest Appearance may be very brief; even a one-panel appearance or an off-panel appearance (for example, in a telephone conversation) counts, as long as the character is physically present.

"Behind the scenes" describes characters who don't appear in a story but whose influence is felt, as, for example, when a Villain works through agents.

There are two different kinds of flashbacks: (1) flashbacks to stories previously told (all of the characters appearing in the flashback are listed under Cameo Appearances unless they make physical appearances elsewhere in the story) and (2) flashbacks to events previously untold (appearances of all the characters in the flashback are treated as physical appearances; many origins are told in such flashbacks, for example). Parenthetical notes to characters' names in the listings explain these special appearances.

Chronology

A time line for all of DC's comics that allows proper chronological ordering of the appearances of every DC character is far from complete. Nevertheless, some appearances are known to precede or follow others. Whenever chronological information is known reliably but is not obvious from the continuity of the stories, it is noted in parentheses. "First appearance" accompanies a character's listing when the comic is the earliest one in which the character appears. A first appearance is not necessarily a character's chronologically earliest appearance, which might occur, for example, in an origin flashback first told many years later. As a general rule, in the case of feature characters who are members of a team but who also appear in their own features or comics, issue-by-issue chronological notations for these characters are made in the indexes to their own features, not in the index to the team feature. For instance, Superman's chronology is noted in *The Official Superman Index*, not in *The Official Justice League of America Index*.

A casual reading of a few Plot Synopses will make it abundantly clear that a whole month does not usually pass for the characters in between monthly issues of a comic. Many issues begin hours or even minutes after the previous month's story. Consequently, a character who has had his own feature for ten years will not have aged ten years in the time it took for those comics to come out. As for trying to determine in what year a given adventure takes place, there's no conclusive answer. Specific dates that appear in stories, as well as mention of current events and popular culture, depictions of contemporary fashions, and usage of contemporary slang, are all what is known as Topical References. These are specific details added by a writer or artist to a story to make it seem current at the time the story is being published. They are not necessarily indicators of when—what year or even what decade—a story took place.

A Personal Note

As should be obvious to anyone owning both this work and *The Official Marvel Comics Index*, the format and design of this book (not to mention the wording of this introduction) owe a great debt to my good friend, George Olshevsky, author of the Marvel Index series, with whose permission I have appropriated both his layout and his succinct prose.

Anyone wishing to contact me with comments, criticisms, and/or additional data for inclusion in possible future updates may do so at the address below. My thanks to all those who have already written to me. It is unfortunately impossible for me to reply to each of you personally, but rest assured that your comments are read and carefully considered.

Murray R. Ward
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Winnipeg, Manitoba R2W 3R6 Canada

DECLARE YOUR

INDEPENDENCE

